Rafi Rahman

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PROFILE

- Recent graduate seeking position in a junior/entry software engineering role
- Creative inclination for developing novel solutions for existing and emerging challenges
- Excellent interpersonal communicator with drive to lead diverse groups of individuals

EDUCATION

University of Toronto, St. George September 2014 – August 2019

B.Sc. (Hons.): *Computer Science; Physical & Environmental Geography* Toronto, ON

- **Current CGPA**: 3.46/4.00
- **Awards:** *Dean's List, Winter 2016*

WORK EXPERIENCE

Developer May 2018 – Aug. 2018

Rogers Digital Media Toronto, ON

- Developed internal-use **Node.js** app for managing multiple **MySQL** databases used by major digital brands such as Sportsnet and Today's Parent
- Deployed **Angular** frontend to **Azure** instance; for user database management with 3rd party SDK integration

Teaching Assistant Feb. 2013 – June 2013

Ottawa Catholic School Board Kanata, ON

- Administered behavior management policies for at-risk children in classroom environments
- Assisted in day-to-day organization of multiple classes of students aged 5 to 11

SELECTED PROJECTS

Containerized Web Server

Personal Project, (Summer *2019*)

- Deployed and configured over twenty **Docker** containers, largely automated using a purpose-built shell script
- Served multiple container endpoints over **SSL** with authentication using a containerized **NGINX** instance
- Configured multiple firewall rules controlling traffic coming through **Cloudflare** edge
- Visualized data via **Grafana**, **Telegraf**, and **InfluxDB**

Multiprocessing BMP Filter Server

CSC209, Systems Programming; 3.7/4.0 (Fall 2017)

- Designed and deployed multiprocessing **HTTP server** developed in **C99**
- Enabled multiple clients to perform image filtering on server or client-side bitmap files
- Implemented concepts of **structures, linked lists,** and **memory allocation**
- Leveraged **client-server** communication through **POSIX APIs** for **forks/pipes, sockets** & **binary R/W**

FPGA Simon Says CSC258

CSC258, Computer Organization (Fall 2016)

- Implemented interactive game of Simon Says on physical hardware
- Utilized **DE1-SOC/Altera Cyclone V FPGA** board
- Developed in **Verilog**, focusing on **HEX** displays, **VGA** output, and switches/toggles
- Simulated and debugged using **ModelSim**

Graphical Image Tagger

CSC207, Software Design; 4.0/4.0 (Fall 2016)

- Developed and deployed **GUI** applet in **Java** to search, find, and organize images
- Enabled users to access and modify **serializable** image objects stored in **recursive** directories
- Allowed application of image tags from a modifiable, persistent catalog of tags to a set of images

SELECTED SKILLS

- Java
- C99/C11
- MySQL/SQLite
- JavaScript/TypeScript
- Node.js
- Angular
- HTML/CSS/jQuery
- Python
- Verilog
- Bash/sh
- Git
- JetBrains IDEs