

Faraz Fayyaz

Software Engineer

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EDUCATION

DePaul University

Bachelor of Science in Computer Science

Chicago, IL

Present

Ivy Tech Community College

Associate's in Computer Science

Indianapolis, IN

May 2026

EXPERIENCE

Manager of Software Solutions

United Way of Central Indiana

June 2025 – Present

Indianapolis, IN

- Engineered custom LLM agents to automate complex executive workflows, saving an estimated 10 hours of weekly administrative time
- Collaborated cross-functionally with SQL data engineering team to resolve high-volume data validation bottlenecks for 100+ Community Based Organization partners
- Developed and maintained the enterprise SharePoint intranet site and access permissions across 7 cross-functional departmental sites

Web Design & Web Developer Intern

Tab Recreation

Mar 2026 – Jun 2026

Indianapolis, IN

- Developed a responsive, mobile-first web platform serving 1,200+ active users
- Applied SEO optimizations via Google Business Profile and Lighthouse auditing, securing the top ranking in local search results
- Automated email capture and data collection workflows, successfully migrating from manual spreadsheets into a dynamic Google Sheets integration

WordPress Developer

TechIndiana

Jan 2026 – Jun 2026

Indianapolis, IN

- Delivered a responsive design system across the client's web platform and standardizing visual hierarchy for user experience
- Resolved API integration failures to successfully capture 65+ user form submissions per month
- Optimized site layout and digital brand alignment, completely overhauling workflows and implementing official color guide across all pages

IT Manager

Near North Development Corp.

Jul 2025 – Dec 2025

Indianapolis, IN

- Update and maintain the organization's website, ensuring accurate content and enhanced functionality
- Manage databases and reporting systems, ensuring accurate record-keeping and data integrity
- Implement digital tools to streamline office operations, improving efficiency and document management

PROJECTS

3D Car Racing Simulator | C#, Godot, Blender, Git

Aug 2025 – Dec 2025

- Created a detailed 3D race map and environment using Blender assets in Godot
- Developed AI habits for opponent racecars to provide a challenging race experience for the player
- Applied agile methodologies like SCRUM for project management

TECHNICAL SKILLS

Languages: Python, C, C++, SQL, JavaScript, TypeScript, HTML/CSS

Frameworks & Libraries: React, Next.js, Flask, TailWind CSS, WordPress, FastAPI

Tools & DevOps: Git, Google Cloud Platform, VS Code, Visual Studio, Jupyter, Asana

Databases: PostgreSQL, MySQL, MongoDB