

Faraz Fayyaz

Software Engineer

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EDUCATION

DePaul University

BS in Computer Science

Chicago, IL

Present

Ivy Tech Community College

AS in Computer Science | GPA: 3.80 | Honor Student

Indianapolis, IN

May 2026

- **Coursework:** Fundamentals of Computer Science, Data Structures & Algorithms

EXPERIENCE

Faraz's Deveopment Serviecs

May 2023 – Present

Software Engineer

Remote

- Create full-stack web applications and static websites for clients across small and medium-sized businesses using HTML5/CSS3, JavaScript and React.Js
- Drove an average increase of 24% in user traffic to client websites via SEO and social media strategy
- Developed landing pages to consolidate clients' online presence, improving conversion rates and increased online sales by 12%

United Way of Central Indiana

June 2025 – Jul 2026

Software Engineer

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

Tab Recreation

Mar 2026 – Jun 2026

Web Design & Web Developer Intern

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

TechIndiana

Jan 2026 – Jun 2026

WordPress Web Developer

Remote

- 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

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