Farhoud Talebi

linkedin.com/in/farhoudtalebi | farhoudtalebi.com | github.com/farhoudflair | farhoudtalebi@gmail.com | 613-668-1007

TECHNICAL SKILLS

- **Languages**: Python, SQL, C++, C#, TypeScript, JavaScript, Swift, Java
- **Backend & Infrastructure**: REST APIs, Celery, Docker, OAuth 2.0, CI/CD (GitHub Actions), Git, Linux.
- **Frontend & Mobile:** React, React Native, Node.js, SwiftUI, UIKit, Firebase, Supabase
- **Concepts**: ETL Pipelines, Data Structures & Algorithms, Object-Oriented Design, Agile/Scrum

WORK EXPERIENCE

Collins Aerospace, *Intermediate Software Engineer* *Dec 2022 – Present*

- Implementing and integrating VITA 49.2 protocol support into radio product workflows, owning GUI functionality, backend protocol setup, pipeline configuration, and repository setup for the integration effort.
- Built a Python/JavaScript internal web application that automated radio configuration and testing workflows, reducing engineering time by 30%.
- Implemented NATO STANAG 4358 3G protocol features in C++ with strict bit/byte-level packet formatting, backward compatibility, and successful field deployment support.
- Designed CI/CD and automated C# test pipelines that streamlined development, reduced system downtime by 25%, and accelerated bug resolution.
- Created release artifact automation adopted across the organization, saving 10+ hours per release cycle.

Fortinet, *Software Developer* *May 2022 – Dec 2022*

- Developed iOS features for an enterprise chat application using Swift, C++, and Objective-C, including group chat functionality, user management, room interactions, and backend integration with ejabberd.

Kinaxis, *Back End Software Engineer Intern* *Jan 2022 – May 2022*

- Resolved customer-reported issues in RapidResponse and contributed to backend initiatives in .NET/C++, including cloud logging integration to improve platform stability.

Electronic Arts (EA), *FIFA Software Engineer Intern* *Sep 2020 – Apr 2021*

- Implemented gameplay features, resolved defects, and supported biweekly FIFA Ultimate Team content updates across FIFA 21/FIFA 22 for a large-scale production game platform.

Solace, *Software Developer Intern* *May 2019 – Sep 2019*

- Resolved C++/Python defects and developed Perl compatibility tooling between physical servers and Docker environments for release support.

PROJECTS

Portfolio Rebalancer Web App | Fintech Automation Platform

Tech Stack: Python, FastAPI, React, PostgreSQL, Docker, Celery

- Built a full-stack portfolio rebalancer with Questrade API integration, OAuth 2.0 PKCE/JWT authorization, async Celery workers, and Dockerized CI/CD deployment.
- Implemented modular rebalancing logic with validation and auditable financial calculations to reduce manual portfolio management workflows.

DeenPath | Production iOS App

Tech Stack: Swift, SwiftUI, Firebase (Auth, FCM, Remote Config), StoreKit 2, WidgetKit, ActivityKit, Node.js

- Architected and launched a live App Store iOS app with location-aware scheduling, directional guidance, searchable content, user tracking, widgets, Dynamic Island/Live Activities, offline-first caching, and privacy-focused location handling.
- Implemented StoreKit 2 subscriptions, custom notifications, background/widget refresh, accessibility support, and a Node.js/Supabase content pipeline while maintaining regular production releases and reliability fixes.

EDUCATION

Bachelor of Computer Science | Carleton University *2017-2022*

Honours • CyberSecurity Specialization

4.0 CGPA • Senate Medal (Top 2%)