

Yazeed Al-Faris

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SKILLS

Data & Analytics: Python, SQL, R, pandas, NumPy, scikit-learn, statsmodels, SciPy, matplotlib

Databases & Web: PostgreSQL, TimescaleDB, Next.js, TypeScript, React, Node.js, Django, NestJS, Prisma

Tools & Engineering: Docker, Git/GitHub, Linux, CI/CD, C++, Unreal Engine 5

EXPERIENCE

Full-Stack Developer (Freelance)

Sep — Oct 2025

Mijjaan

Vancouver, BC

- Developed a monorepo full-stack platform with a NestJS REST API (Prisma ORM) and a Next.js 15 front-end, supporting guest onboarding, media submissions, and admin review workflows.
- Built secure upload and storage pipelines using MinIO/S3 presigned URLs, Prisma transactions, and automated thumbnail generation; implemented OTP email verification and scoped admin access with session-based authentication.
- Containerized the stack with Docker (PostgreSQL, S3, Mailpit) and added automated database migrations and shared environment templates to enable consistent local development and deployment.

Software Developer

Mar — May 2025

AIModels Tech Inc

New Westminster, BC

- Engineered SQLAlchemy ORM models for a TimescaleDB/PostgreSQL backend, enforcing relational integrity and trigger logic to support reliable data pipelines at scale.
- Improved CI reliability and deployment speed by splitting workflows into component-specific test jobs and enforcing coverage baselines across services.
- Delivered automated schema initialization and stable containerized development through Docker configuration and migration debugging, increasing onboarding speed and platform consistency.

Full-Stack Developer Intern

Jan — Feb 2025

Transendity

Vancouver, BC

- Designed and integrated Payment Methods API workflows using Django REST Framework with secure token authentication and structured validation.
- Improved dashboard performance and reliability by resolving rendering inconsistencies and optimizing layout logic across devices.
- Stabilized the development environment by debugging Docker migrations and CORS failures, restoring consistent communication between frontend and backend services.

Unreal Engine Developer

2018 — Present

Unreal Engine Game Developer

Vancouver, BC

- Built performance-sensitive C++ gameplay systems for CODEDOOR, a shipped Steam title, and refactored Blueprint logic for stability and editor configurability.

PROJECTS

UFC Analytics

2025 — 2026

Full-Stack Data Product (PostgreSQL, Next.js, TypeScript, Neon)

Vancouver, BC

- Built an end-to-end UFC product over 785 events, 8,806 fights, and 41,488 fighter-round rows; modelled the archive in PostgreSQL and shipped cached Next.js APIs for event stories, fighter profiles, and explainable rankings.

CODEDOOR

Jan 2024 — Aug 2025

Video Game — Developed in Unreal Engine 5 (Blueprints & C++)

Vancouver, BC

- Published a C++-based UE5 action game on Steam, implementing core combat and AI systems with scalable component architecture and iterating features based on real player feedback.

Olist Delivery Risk

Aug 2026

Predictive Modelling Case Study (Python, scikit-learn, statsmodels)

Vancouver, BC

- Modelled pre-delivery late-shipment risk on 96,476 marketplace orders using temporal validation and calibrated logistic regression; late delivery carried roughly 18× the adjusted odds of a bad review, with drift and intervention limits documented.

EDUCATION

Bachelor of Science in Data Science

Completed Aug 2026

Simon Fraser University

Burnaby, BC