Arfaz Hossain

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www.arfazhxss.ca

EDUCATION

Bachelor of Software Engineering (BEng) — Sept. 2021 – Present
University of Victoria — *Victoria, BC*

TECHNICAL SKILLS

Languages: Java, Python, TypeScript, JavaScript, Objective-C (Swift), C++, HTML/CSS, R
Frameworks and Libraries: Node, Next.js, React, Express, Material, Shadcn, Tailwind
Databases: MySQL, PosgreSQL, SQLite, MongoDB, Redis, DynamoDB, CloudSQL
Developer Tools: Visual Studio, IntelliJ, JUnit, Eclipse, Maven, Gradle, Git, Docker

SELECTED COLLABORATIVE PROJECTS

Study Sprints — Feb 2024 – Present
www.github.com/VikeLabs/Study-Sprints — *Victoria, BC*

- Collaborating with a team of 6 developers to create a full-stack Pomodoro application utilizing React with TypeScript, addressing users' time management requirements
- Utilizing Next.js framework for efficient routing and MongoDB for data storage and retrieval, to track and review past activities of users over the last day, month and year

Ground Support System — Jul 2023 – Jan 2024
www.github.com/UVicRocketry/Ground-Support — *Victoria, BC*

- Collaborated with a team of 13 developers in developing a full-stack telemetry visualization and post-flight analytical software for engineering students analyzing rocket performance in real-time
- Developed a total of 13 Material-UI components in React with TypeScript, ensuring type safety and fidelity to Figma designs, enhancing adaptability and usability across multiple platforms

SELECTED PERSONAL PROJECTS

Rubik's Cube (3D Simulation) — Feb 2023 – June 2023
www.github.com/arfazhxss/OpenGL-projects — *Victoria, BC*

- Developed a 3D simulation utilizing OpenGL libraries GLUT, GLFW, and GLM, incorporating graphics rendering techniques through GLSL (Shader Language) for visualizations, mathematical operations
- Implemented intuitive keyboard and mouse controls, including precise cube rotations with keys such as L, J, I, K, and dynamic zoom functionalities with keyboard shortcuts

Simple Weather Application (iOS) — Apr 2023 – Nov 2023
www.github.com/arfazhxss/Weather-Application — *Victoria, BC*

- Developed a simple iOS application using Swift programming language on object-oriented programming principles, ensuring a modular and maintainable codebase
- Implemented a user-friendly interface that seamlessly integrates with OpenWeather API, allowing users to access and navigate through accurate weather information for their current city

RELEVANT EXPERIENCES

Software Team Lead — Feb 2024 – Present
VikeLabs — *Victoria, BC*

- Simultaneously working in 3 full-stack projects courseup, coopme and study-sprints facilitating collaboration with team leads through meetings and progress tracking across teams

Graphics Coordinator — Jan 2023 – Present
Engineering Student's Society — *Victoria, BC*

- Designed and illustrated a total 15+ posters and 20+ social media posts while managing office hours to ensure the availability of the student lounge, maintaining websites and social media accounts

Grocery Clerk — Sept. 2021 – Aug 2023
Save On Foods — *Victoria, BC*

- Oversaw store operations in a 10-to-12-member team while addressing 50 inquiries each shift, maintaining inventory through detailed stock records and rotations, helping in reducing stock shortages by 7

HONORS AND AWARDS

- **Recipient of University of Victoria's International Entrance Scholarship** — 2021 – 2022