ARFAZ HOSSAIN

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KEY COMPETENCIES

Tools and Languages: C, C++, Java, Kotlin, Swift, HTML, CSS, Python, JavaScript, Git/Bash **Development and Design**: Visual Studio, XCode, IntelliJ IDEA, Android Studio, Microsoft Office **Skill Development**: Swift, Kotlin, Data Structures, Computational Algorithms

EDUCATION

University of Victoria

Bachelor of Engineering (B.E.) in Software Engineering

Sep 2021 – Current

Current and Past Coursework: CSC 111-115 (Fundamentals of Programming), CSC 225-226 (Algorithms & Data Structures), SENG 265-275 (Software Development and Testing), CSC 230 (Computer Architecture), SENG 310 (Human Computer Interaction)

PERSONAL PROJECTS

Investment Calculator

May 2023 - Current

www.github.com/arfazhxss/DCFA

- Developing an iOS based mobile application using Swift to enable users perform Discount Cash Flow (DCF) analysis of an investment based on current interest rates and real-time market data
- Implementing DCF analysis for accurate valuation of investment based on projected cash flows and discount rates
- Utilizing UIKit libraries to implement responsive and engaging design elements
- ▶ Testing and debugging app functionality across iPad and iPhone, ensuring optimal performance and usability

Portfolio Website Sep 2022 – Current

www.github.com/arfazhxss/portfolio-website, www.arfazhxss.com

- Developing a responsive portfolio website utilizing semantic HTML, CSS, Bootstrap, jQuery, and JavaScript with a focus on mobile-first approach, user experience, and accessibility
- Continuously expanding portfolio with new projects and skills gained throughout my ongoing engineering degree

IR Sensor Autonomous Robot

Jan 2023 - Mar 2022

www.github.com/arfazhxss/robotc

- Collaboratively built and developed an autonomous VEX Robot as part of the required coursework for Engineering Design and Communication (ENGR120)
- Actively tested precise motor, sensor, and infrared receiver inputs to ensure accurate movement and effective signal tracking within a controlled arena, using the C programming language

T-Rex Aug 2022 – Oct 2022

www.github.com/arfazhxss/T-Rex

- ▶ Developed a Java-based version of the popular T-Rex game, utilizing Java Swing library for the user interface and object-oriented programming principles to ensure clean and efficient code
- Designed and implemented the game logic with challenging obstacles and progressive difficulty levels
- ▶ Implemented Java Stack library for optimizing game performance and ensuring cross-platform compatibility
- Utilized Git version control to manage code changes and track project progress, enabling efficient workflow and streamlined development processes

WORK AND VOLUNTEERING EXPERIENCE

Graphics Coordinator | UVic Engineering Students' Society

Apr 2023 – Current

Designing visual resources for posters, social media posts, among other promotional materials, while managing office hours to ensure the availability of the student lounge.

Skills and Tools: ● Team Collaboration ● Adobe Illustrator ● Adobe Illustrator ● Canva

Customer Service Desk, Grocery Clerk | Save-On-Foods

Apr 2022 – Oct 2022

- Worked in a team of 6 to 12 members, overseeing store operations, adjusting activities as needed, ensuring daily needs were met.
- ▶ Demonstrated exceptional customer service by addressing 50 inquiries per shift, achieving a 96% satisfaction rate, while efficiently managing inventory with accurate records and timely merchandise management.

Skills and Tools: ● Team Collaboration ● Point of Sale (POS) System ● Cash Handling ● Inventory Stock, Management

Rescue Volunteer | Bangladesh Animal Welfare Foundation

Aug 2019 – May 2021

Promoted responsible pet ownership through community outreach, creating educational materials, brochures, posters, and flyers using Adobe Creative Suit, while collaborating with diverse teams of 5-7 to rescue and shelter street animals.

Skills and Tools: ● Team Collaboration ● Microsoft Excel ● Adobe Illustrator ● Adobe Premier Pro ● Adobe Photoshop