

ARFAZ HOSSAIN

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KEY COMPETENCIES

Tools and Languages: C, C++, Java, Kotlin, Swift, HTML, CSS, Python, JavaScript, Git/Bash

Productivity and Design: Visual Studio, Code, Xcode, Android Studio, Microsoft Office

Current Skill Development: Swift, Kotlin, Data Structures, Computational Algorithms

EDUCATION & COURSEWORKS

University of Victoria, Bachelor of Engineering (B.E.) in Software Engineering (Sep 2021-)

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

PERSONAL PROJECTS

Investment Calculator

Jan 2023 – Current

As part of my ongoing learning in mobile application development, I am currently working on a mobile app that implements Discounted Cash Flow Analysis (DCFA) in Swift for iOS devices.

- ▶ Developing a mobile application for iOS using Swift to enable users to perform DCF analysis on-the-go.
- ▶ Implementing DCF analysis for accurate valuation of investment based on projected cash flows and discount rates.
- ▶ Utilizing SwiftUI and UIKit libraries to create a dynamic and engaging user interface.
- ▶ Testing and debugging app functionality across iOS devices, ensuring optimal performance and usability.
- ▶ Performing extensive testing and debugging to ensure optimal performance and reliability of the application.

Skills and Tools: • Swift • iOS Development • SwiftUI • UIKit • Software Testing and Debugging

IR Sensor Autonomous Robot

Jan 2023 – Mar 2022

Collaborated with a team of three to build and program an autonomous VEX Robot using C (RobotC), integrating precise motor and sensor controls, and an infrared receiver for accurate and effective signal tracking within a controlled arena.

Portfolio Project

Sep 2022 – Current

Currently developing a fully responsive and interactive portfolio website utilizing semantic HTML, CSS grid layout, Bootstrap, jQuery, and JavaScript. With a mobile-first approach and dedication to improving user experience and accessibility, I am continually updating my portfolio with new projects and skills I am acquiring through my current engineering degree.

T-Rex

Aug 2022 – Oct 2022

Originally designed and developed by Google as *DinoGame*, the aim of this project was to develop a Java runtime cross-platform application that can emulate the classic gameplay experience throughout Mac, Ubuntu, and Windows platform.

- ▶ Implemented Java Stack library for an efficient game logic and performance.
- ▶ Utilized Java AWT and Swing libraries to create a cross-platform, dynamic and engaging user experience.
- ▶ Conducted extensive testing and debugging across platforms, ensuring optimal performance and reliability.
- ▶ Actively contributed to open-source community with source code while designing and developing the game.

Skills and Tools: • Java Swing/AWT • Software Testing and Debugging • Cross Platform Development • Git / Bash

WORK AND VOLUNTEERING EXPERIENCE

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

Apr 2022 – Oct 2022

- ▶ Worked in a team of up to 12 co-workers, adjusting activities to meet the daily needs of the store.
- ▶ Managed the stocking and cleaning of shelves and answering an average of 50 customer inquiries per shift, with a 96% satisfaction rate.
- ▶ Maintained accurate records of hundreds of restocked and transferred inventory items, ensuring the timely and efficient management of merchandise.

Skills and Tools: • Point Of Sale (POS) System • Cash Handling • Inventory Stock, Management

Rescue Volunteer | Bangladesh Animal Welfare Foundation

Aug 2019 – May 2021

- ▶ Advocated for responsible pet ownership through community outreach, creating a monthly average of 15-20 posters, brochures, flyers and using Adobe Creative Suit to educate and engage the community in improving the welfare of animals.
- ▶ Worked with teams of 5-7 consisting of mostly volunteers and certified veterinarians from all around the city to help rescue an average of 10-15 street animals predominantly dogs into allocated animal shelters each month.

Skills and Tools: • Team Collaboration • Veterinary Treatment • Adobe Illustrator • Adobe Premier Pro