Arfaz Hossain

+1 (250) 880 8402 | arfazhussain@uvic.ca | linkedin.com/in/arfazhussain | github.com/arfazhxss
www.arfazhxss.ca

EDUCATION

Bachelor of Software Engineering (BEng)
University of Victoria

Sept. 2021 – Present
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
www.github.com/VikeLabs/Study-Sprints

Feb 2024 – Present
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
www.github.com/UVicRocketry/Ground-Support

Jul 2023 – Jan 2024
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)
www.github.com/arfazhxss/OpenGL-projects

Feb 2023 – June 2023
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)
www.github.com/arfazhxss/Weather-Application

Apr 2023 – Nov 2023
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
VikeLabs

Feb 2024 – Present
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
Engineering Student's Society

Jan 2023 – Present
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
Save On Foods

Sept. 2021 – Aug 2023
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