ARFAZ HOSSAIN

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

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

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

www.github.com/arfazhxss/DCFA

Jan 2023 - Current

- 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

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

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

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

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 animal
- 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 ● Vetenary Treatment ● Adobe Illustrator ● Adobe Premier Pro