

# Arfaz Hossain

250-880-8402 | [arfazhussain@uvic.ca](mailto:arfazhussain@uvic.ca) | [linkedin.com/in/arfazhussain](https://www.linkedin.com/in/arfazhussain) | [github.com/arfazhxss](https://github.com/arfazhxss)

[www.arfazhxss.ca](http://www.arfazhxss.ca)

## Education

### Bachelor of Software Engineering

University of Victoria

Expected Graduation: **August 2026**

Sep 2021 – Present

*Victoria, BC*

## Selected Projects

### Study Sprints

Feb 2024 – Present

[GitHub: VikesLab/Study-Sprints](https://github.com/VikesLab/Study-Sprints)

*Victoria, BC*

- Collaborating with a team of developers to create a full-stack Pomodoro application using React, TypeScript, and MongoDB, addressing users' time management requirements comprehensively
- Employing NextJS to design a robust backend system, integrating MongoDB for data storage and retrieval, enabling users to track and review their past activities seamlessly within the application interface

### Ground Support System

Jul 2023 – Jan 2024

[GitHub: UVicRocketry/Ground-Support](https://github.com/UVicRocketry/Ground-Support)

*Victoria, BC*

- Collaborated with a team of 10-15 developers in developing a full-stack telemetry visualization and post-flight analytical software system for engineering students analyzing rocket performance in real-time
- Implemented 15+ Material-UI components in React with TypeScript, ensuring type safety and fidelity to Figma designs, thereby enhancing adaptability and usability across multiple platforms
- Incorporated design patterns including *Microservice Architecture* and *Entity-Based Design* using Mongoose, streamlining backend development and database interaction

### Rubik's Cube (3D Simulation)

Feb 2023 – June 2023

[GitHub: arfazhxss/OpenGL-projects](https://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

[GitHub: arfazhxss/Weather-Application](https://github.com/arfazhxss/Weather-Application)

*Victoria, BC*

- Developed an iOS application using Swift programming language with a strong emphasis 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 effortlessly access and navigate through accurate weather information for their current city

## Experience

### Graphics Coordinator

Jan 2023 – Present

Engineering Student's Society (ESS)

*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

## Technical Skills

**Languages:** Java, Python, SQL (Postgres), JavaScript, TypeScript, R  
**Frameworks:** NodeJS, ReactJS, JUnit, MongoDB, Express  
**Databases:** MySQL, PostgreSQL, MongoDB  
**Tools:** Git, Docker, GitHub Actions  
**Libraries:** ReactJS, NextJS, Express, NumPy