

# Arfaz Hossain

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

## Education

**Bachelor of Software Engineering (BE)**

University of Victoria

Sep 2021 – (*Expected*) Aug 2026

Victoria, BC

## Technical Skills

<b>Programming Languages:</b>	Python, TypeScript, Java, Objective-C (Swift), C++
<b>Frameworks and Libraries:</b>	Node, Next.js, React, Express, Material, Shadcn-ui, Tailwind CSS
<b>Rational and non-rational Databases:</b>	MySQL, PostgreSQL, MongoDB
<b>Software Project Management Tools:</b>	Visual Studio, IntelliJ, JUnit, Eclipse, Maven, Gradle, Git, Docker

## Selected Collaborative Projects

**Study Sprints** *Ongoing*

Feb 2024 – Present

Victoria, BC

<https://www.github.com/VikeLabs/Study-Sprints>

- Collaborating with a team of 6 developers to create a full-stack Pomodoro-like application utilizing libraries like React, addressing users' time management requirements while browsing the internet
- Employing Next.js framework using Node in the backend and MongoDB for data storage and retrieval, for users to track and review their past activities within the application interface

**Ground Support System**

Jul 2023 – Jan 2024

Victoria, BC

<https://www.github.com/UVicRocketry/Ground-Support>

- Collaborated with a team of 15 developers in developing a full-stack telemetry visualization and post-flight analytical software for engineering students analyzing rocket performance in real-time
- Implemented a total of 13 Material-UI components in React with TypeScript, ensuring type safety and fidelity to Figma designs, thereby enhancing adaptability and usability across multiple platforms

## Selected Personal Projects

**Content Management System Dashboard** *Ongoing*

Dec 2023 - Present

Victoria, BC

<https://www.github.com/arfazhxss/next/tree/main/ecommerce-admin>

- Developing an e-commerce management Dashboard using Next.js and React, integrating Clerk Authentication for administrators and Stripe Setup & Checkout finalization, while implementing features like Dark Mode.
- Implementing a backend infrastructure with Prisma, PlanetScale, and MySQL for efficient data management, ensuring seamless operation of administrative functionalities in the e-commerce platform.

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

Feb 2023 – June 2023

Victoria, BC

<https://www.github.com/arfazhxss/OpenGL-projects>

- 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

Victoria, BC

<https://github.com/arfazhxss/Weather-Application>

- 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

## 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

## Honors and Awards

- Recipient of University of Victoria's International Entrance Scholarship**

2021 – 2022