Arfaz Hossain

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Education

Bachelor of Software Engineering	Sep 2021 – Aug 2026
University of Victoria	*Victoria, BC*

Selected Projects

Study Sprints — Feb 2024 – Present — *Victoria, BC*

⊕ https://www.github.com/VikeLabs/Study-Sprints

- Collaborating with a team of developers to create a full-stack Pomodoro application using React, TypeScript, and MongoDB, addressing users' time management requirements while browsing the internet
- Employed NextJS 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 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 — *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 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 access and navigate through accurate weather information for their current city

Experience

Graphics Coordinator — Jan 2023 – Present — *Victoria, BC*

Engineering Student's Society (ESS)

- 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