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 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 — *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 effortlessly 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