ARFAZ HOSSAIN

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KEY COMPETENCIES

Tools and Languages: C, C++, Java, Kotlin, Swift, HTML, CSS, Python, JavaScript, Git/Bash
Development and Design: Visual Studio, Code, Xcode, IntelliJ IDEA, Android Studio, Microsoft Office
Skill Development: Swift, Kotlin, Data Structures, Computational Algorithms

EDUCATION

University of Victoria
Bachelor of Engineering (B.E.) in Software Engineering   **Sep 2021 – Current**

Current and Past Coursework: CSC 111-115 (Fundamentals of Programming), CSC 225-226 (Algorithms & Data Structures), SENG 265-275 (Software Development and Testing), CSC 230 (Computer Architecture), SENG 310 (Human Computer Interaction)

PERSONAL PROJECTS

Investment Calculator   **May 2023 – Current**
www.github.com/arfazhxss/DCFA
- 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

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

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

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**