

# Arfaz Hossain

+1 (250) 880 8402 | arfazhussain@uvic.ca | [www.linkedin.com/in/arfazhussain](https://www.linkedin.com/in/arfazhussain) | [www.github.com/arfazhxss](https://www.github.com/arfazhxss)

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

## Education

**Bachelor of Software Engineering (BSEng)**

University of Victoria

Sep 2021 – (exp.) 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, 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 application utilizing React with TypeScript, addressing users' time management requirements
- Utilizing Next.js framework for efficient routing and MongoDB for data storage and retrieval, to track and review past activities of users over the last day, month and year

**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
- Developed 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** *Ongoing*

Dec 2023 - Present

Victoria, BC

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

- Building an e-commerce management platform for administrators using Next.js, integrating Clerk and NextAuth.js for user authentication, Stripe for managing client payments and Shadcn for components in user-interface
- Implementing a backend infrastructure with Prisma, PlanetScale, and MySQL for data storage and maintenance

**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**

Engineering Student's Society (ESS)

Jan 2023 – Present

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