Arfaz Hossain

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Victoria, British Columbia | (250) 880 8402
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EDUCATION

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

PERSONAL PROJECTS

Web Development Projects
TypeScript, JavaScript, React, SQL, MongoDB, HTML/CSS

Ground Support System   **Jan 2023 – Current**
github.com/UVicRocketry/Ground-Support
- ▸ Developing and designing components in TypeScript using React framework, MongoDB and SQL (postgres)

Portfolio Website (www.arfazhxss.com)   **Sep 2022 – Mar 2023**
github.com/arfazhxss/portfolio-website
- ▸ Utilized HTML, CSS, JavaScript, jQuery for design and development, deployed using netlify

Mobile Development Projects
Swift (Programming Language)

Weather App   **Mar 2023 – May 2023**
github.com/arfazhxss/weatherappvariants
- ▸ Developed an iOS application utilizing OpenWeather API for providing real-time location-based weather data

Embedded, Graphics and Command Line Projects
Java, C, C++, OpenGL

Rubik's Cube (C++, OpenGL)   **Feb 2023 – May 2023**
github.com/arfazhxss/opengl
- ▸ Developed a 3D simulation utilizing OpenGL libraries *GLUT*, *GLFW* and *GLM* for mathematical operations, contexts and *GLSL Shader Language* for graphics rendering, manipulation

Autonomous Robot (C, RobotC Library)   **Jan 2023 – Mar 2023**
github.com/arfazhxss/robotc
- ▸ Tested motor, sensor and infrared receiver inputs and developed C scripts for accurate movement and effective signal tracking and automation

Tic Tac Toe (C++)   **Oct 2022**
github.com/arfazhxss/miniprojects
- ▸ Implemented a command-line game featuring a 3×3 grid, two players (X and O), some conditional logic

T-Rex Game (Java)   **Aug 2022 – Oct 2022**
github.com/arfazhxss/t-rex
- ▸ Developed a 2D game utilizing object-oriented principles, *Java Swing* library for graphical user interface

WORK AND VOLUNTEERING EXPERIENCE

Software Engineer | University of Victoria Rocketry   **Mar 2023 – Present**
- ▸ Implementing React components on Xenia-1 (Rocket) based on Figma designs, utilizing PostgreSQL and MongoDB for backend database management.

Graphics Coordinator | UVic Engineering Students' Society   **Jan 2023 – Present**
- ▸ Designing visual resources for posters, social media posts, among other promotional materials, while managing office hours to ensure the availability of the student lounge.

Customer Service Desk, Grocery Clerk | Save-On-Foods   **Apr 2022 – Oct 2022**
- ▸ Worked in a team of 6 to 12 members, overseeing store operations, ensuring daily needs were met with demonstrated exceptional customer service by addressing 50 inquiries per shift, achieving a 96% satisfaction rate, while efficiently managing inventory with accurate records and timely merchandise management.

<u>Other Experiences</u>: **Customer Service (Tim Hortons), Rescue Volunteer (Bangladesh Animal Welfare Organization)**

SKILLS

Programming Languages: C, C++, Java, Python, Kotlin, HTML/CSS, JavaScript, Swift, Bash
Frameworks and Libraries: React, jQuery, JUnit, Gradle/Maven
Graphics API: Vulkan, OpenGL, WebGL, OpenXR **Databases**: MongoDB, MySQL
Miscellaneous Tools: Git, Linux (Fedora), IntelliJ, Android Studio, XCode

If you require additional information please consult the University of Victoria calendar
by copying and pasting the following link to your browser: http://uvic.ca/calendar/

Course History at the University of Victoria

SESSION	COURSE	DESCRIPTION	UNIT VALUE	GRADE		GRADE POINT	AWARDED UNITS	NOTE	COMPARATIVE MEAN	SIZE
		ACADEMIC RECORD FOR UNDERGRADUATE STUDIES EXCLUDING LAW PROGRAMS								

WINTER 2021-2022

First Term: Sep - Dec 2021
ENGINEERING B.ENG.
  (CO-OP ENGINEERING)

SESSION	COURSE	DESCRIPTION	UNIT VALUE	GRADE		GRADE POINT	AWARDED UNITS	NOTE	MEAN	SIZE
	ENGR 110	DESIGN AND COMMUNICATION I	2.5	76%	B	5	2.5		79%	166
	ENGR 130	INTRODUCTION TO PROFESSIONAL PRACTICE	0.5	79%	B+	6	0.5		87%	204
	MATH 100	CALCULUS I	1.5	72%	B-	4	1.5		72%	209
	MATH 110	MATRIX ALGEBRA FOR ENGINEERS	1.5	75%	B	5	1.5		69%	135

Second Term: Jan - Apr 2022
ENGINEERING B.ENG.
  (CO-OP ENGINEERING)

SESSION	COURSE	DESCRIPTION	UNIT VALUE	GRADE		GRADE POINT	AWARDED UNITS	NOTE	MEAN	SIZE
	CSC 111	FUNDAMENTALS OF PROGRAMMING WITH ENGINEERING APPLICATIONS	1.5	78%	B+	6	1.5		61%	117
	MATH 101	CALCULUS II	1.5	66%	C+	3	1.5		73%	180
	MATH 122	LOGIC AND FOUNDATIONS	1.5	81%	A-	7	1.5		73%	75
	PHYS 110	INTRODUCTORY PHYSICS I	1.5	75%	B	5	1.5		57%	129

SESSIONAL GPA = 5.04 (05MAY2022)
CREDIT IN 12.0 UNITS
IN GOOD ACADEMIC STANDING (05MAY2022)

SUMMER 2022

Summer Session: May - Aug 2022
ENGINEERING B.ENG.
  (CO-OP ENGINEERING)

SESSION	COURSE	DESCRIPTION	UNIT VALUE	GRADE		GRADE POINT	AWARDED UNITS	NOTE	MEAN	SIZE
	CSC 115	FUNDAMENTALS OF PROGRAMMING II	1.5	76%	B	5	1.5		74%	91

SESSIONAL GPA = 5.00 (17AUG2022)
CREDIT IN 1.5 UNITS
IN GOOD ACADEMIC STANDING (22AUG2022)

WINTER 2022-2023

First Term: Sep - Dec 2022
ENGINEERING B.S.ENG.
  SOFTWARE ENGINEERING
  (CO-OP ENGINEERING)

SESSION	COURSE	DESCRIPTION	UNIT VALUE	GRADE		GRADE POINT	AWARDED UNITS	NOTE	MEAN	SIZE
	CSC 225	ALGORITHMS AND DATA STRUCTURES I	1.5	53%	D	1	1.5		73%	196
	ECON 180	INTRODUCTION TO ECONOMICS AND FINANCIAL PROJECT EVALUATION	1.5	90%	A+	9	1.5		81%	150
	SENG 265	SOFTWARE DEVELOPMENT METHODS	1.5	70%	B-	4	1.5		70%	196

Course History at the University of Victoria

SESSION	COURSE		DESCRIPTION	UNIT VALUE	GRADE		GRADE POINT	AWARDED UNITS	NOTE	COMPARATIVE MEAN	SIZE
Second Term: Jan - Apr 2023											
ENGINEERING B.S.ENG.											
SOFTWARE ENGINEERING											
(CO-OP ENGINEERING)											
	CSC	230	INTRODUCTION TO COMPUTER ARCHITECTURE	1.5	63%	C	2	1.5		76%	128
	ENGR	120	DESIGN AND COMMUNICATION II	2.5	88%	A	8	2.5		87%	173
	ENGR	141	ENGINEERING MECHANICS	1.5	65%	C+	3	1.5		71%	103
	STAT	260	INTRODUCTION TO PROBABILITY AND STATISTICS I	1.5	65%	C+	3	1.5		79%	138
	SESSIONAL GPA = 4.61 (08MAY2023)										
	CREDIT IN 11.5 UNITS										
	IN GOOD ACADEMIC STANDING (08MAY2023)										
CUMULATIVE GPA: 4.84											
SUMMER 2023											
Summer Session: May - Aug 2023											
ENGINEERING B.S.ENG.											
SOFTWARE ENGINEERING											
(CO-OP ENGINEERING)											
	PHIL	201	CRITICAL THINKING	1.5	70%	B-	4	1.5		73%	300
	CSC	226	ALGORITHMS AND DATA STRUCTURES II	1.5	CONTINUING						
	SENG	275	SOFTWARE TESTING	1.5	CONTINUING						
	SENG	310	HUMAN COMPUTER INTERACTION	1.5	CONTINUING						
WINTER 2023-2024											
First Term: Sep - Dec 2023											
ENGINEERING B.S.ENG.											
SOFTWARE ENGINEERING											
(CO-OP ENGINEERING)											
	ASTR	101	EXPLORING THE NIGHT SKY	1.5	REGISTERED						
	CHEM	101	FUNDAMENTALS OF CHEMISTRY FROM ATOMS TO MATERIALS	1.5	REGISTERED						
	CSC	226	ALGORITHMS AND DATA STRUCTURES II	1.5	REGISTERED						
	CSC	370	DATABASE SYSTEMS	1.5	REGISTERED						
	ECE	260	CONTINUOUS-TIME SIGNALS AND SYSTEMS	1.5	REGISTERED						

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