

# Arfaz Hossain

linkedin.com/in/arfazhussain | github.com/arfazhxss  
arfazhxss.com/#about

Victoria, British Columbia | (250) 880 8402  
[arfazhussain@uvic.ca](mailto:arfazhussain@uvic.ca)

## 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](https://github.com/UVicRocketry/Ground-Support)

- ▶ Developing and designing components in TypeScript using React framework, MongoDB and SQL (postgres)

#### Portfolio Website ([www.arfazhxss.com](http://www.arfazhxss.com))

Sep 2022 – Mar 2023

[github.com/arfazhxss/portfolio-website](https://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](https://github.com/arfazhxss/weatherappvariants)

- ▶ Developed an iOS application utilizing OpenWeather API for providing real-time location-based weather data

### Graphics and Command Line Projects

Java, C, C++, OpenGL

#### Rubik's Cube (C++, OpenGL)

Feb 2023 – May 2023

[github.com/arfazhxss/opengl](https://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](https://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](https://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](https://github.com/arfazhxss/t-rex)

- ▶ Developed a 2D game utilizing object-oriented principles, *Java Swing* for the 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.

**Other Experiences:** 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