

Arfaz Hossain

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EDUCATION

Bachelor of Software Engineering (BEng)

University of Victoria

Sept. 2021 – Present

Victoria, BC

TECHNICAL SKILLS

Languages: Java, Python, TypeScript, JavaScript, Objective-C (Swift), C++, HTML/CSS, R

Frameworks and Libraries: Node, Next.js, React, Express, Material, Shadcn, Tailwind CSS

Databases: MySQL, PostgreSQL, SQLite, MongoDB, Redis, DynamoDB, CloudSQL

Developer Tools: Visual Studio, IntelliJ, JUnit, Eclipse, Maven, Gradle, Git, Docker

SELECTED COLLABORATIVE PROJECTS

Course Planner

www.github.com/arfazhxss/course-planner

Feb 2024 – Present

Victoria, BC

- Developing a course planning tool for students using Next.js and PostgreSQL, facilitating students to plan their course selection and checking degree progress by dragging and dropping courses into the database
- Utilizing Puppeteer and Selenium for automated web scraping, extracting course data from degree-specific websites, and using Node.js in the backend with PostgreSQL for database management

Coop-me

www.github.com/VikeLabs/coopme

Dec 2023 – Present

Victoria, BC

- Developing an improved co-op job search platform for University of Victoria students by scraping data from Learning In Motion (LIM) using Puppeteer and Cypress, and populating the database with job listing data
- Integrating Prisma Object-Relational Mapping tool with PostgreSQL for backend database management, NextAuth.js for authentication, Next.js for server-side rendering, Tailwind CSS and Shadcn for UI/UX design

Ground Support System

www.github.com/UVicRocketry/Ground-Support

Jul 2023 – Jan 2024

Victoria, BC

- Collaborated with a team of 13 developers in developing a full-stack telemetry visualization and post-flight analytical software for engineering students analyzing rocket performance in real-time
- Developed front-end components in React using TypeScript, contributed to the project's final Figma designs, and implemented data visualizations through Material-UI tables and charts

SELECTED PERSONAL PROJECTS

Rubik's Cube (3D Simulation)

www.github.com/arfazhxss/OpenGL-projects

Feb 2023 – June 2023

Victoria, BC

- 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

RELEVANT EXPERIENCES

Software Team Lead

VikeLabs

Feb 2024 – Present

Victoria, BC

- Collaborating with 5+ software team leads and executives to arrange workshops for 100+ computer science and software engineering students, attending weekly meetings and bi-weekly hackathons, and leading two full-stack projects

Graphics Coordinator

Engineering and Computer Science Student's Society

Jan 2023 – Present

Victoria, BC

- Designing posters and social media content, volunteering at events, managing office hours to ensure the availability of the student lounge, and maintaining the official website and the exam bank for all engineering and computer science students

Grocery Clerk

Save On Foods

Apr 2022 – Sept 2022

Victoria, BC

- Oversaw store operations with a team of 10 to 12 members, addressed customer inquiries, maintained inventory through detailed stock records and rotations, helped reduce stock shortages by 7%, and stocked products into store shelves

HONORS AND AWARDS

- Recipient of University of Victoria's International Entrance Scholarship

2021 – 2022