Arfaz Hossain

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EDUCATION

University of Victoria

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

> **Most Recent Coursework**: CSC 225-226 (Algorithms & Data Structures), SENG 265-275 (Software Development and Testing), SENG 310 (Human Computer Interaction)

PERSONAL PROJECTS

Investment Calculator   **May 2023 – Present**

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 current market discount rates

Portfolio Website   **Sep 2022 – Present**

www.github.com/arfazhxss/portfolio-website

- ▸ 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

Autonomous Robot   **Jan 2023 – Mar 2023**

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 Game   **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

WORK AND VOLUNTEERING EXPERIENCE

Software Engineer, Avionics | University of Victoria Rocketry   **Mar 2023 – Present**

- ▸ Implemented HTML/CSS components based on Figma designs, currently utilizing React to develop components, utilizing MongoDB for 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.
- ▸ 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: **Rescue Volunteer (Bangladesh Animal Welfare Organization), Finance Coordinator (ProjectDebi)**

KEY COMPETENCIES

Programming Languages: C, C++, Java, Python, Kotlin, HTML/CSS, JavaScript, Swift, Bash
Frameworks and Libraries: React, jQuery, Junit, Maven
Databases: MongoDB, MySQL, MariaDB
Miscellaneous Tools: Git, Linux (Fedora, Debian), IntelliJ, Android Studio, XCode