

# Arfaz Hossain

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arfazhxss.com/#portfolio

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## EDUCATION

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### 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

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### Investment Calculator

May 2023 – Present

[www.github.com/arfazhxss/DCFA](https://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](https://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](https://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](https://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

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### 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

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**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