

Arfaz Hossain

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arfazhxss.com/#portfolio

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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

Weather App (Swift)

Mar 2023 – May 2023

github.com/arfazhxss/WeatherAppVariants

- Developed a simple weather application that utilizes the OpenWeather API to provide real-time weather information based on the user's current geolocation coordinates, implementing HTTP requests with async/await to parse weather data from JSON files.

Mini Projects (JavaScript, React, TypeScript)

Dec 2022 – May 2023

github.com/arfazhxss/miniprojects

- A list of personal projects I have been working on, as part of my learning milestones for JavaScript, TypeScript, ReactJS, NodeJS and ExpressJS: 'The Dice Game', 'The Number's Game', 'To Do List'.

Autonomous Robot (C/C++)

Jan 2023 – Mar 2023

github.com/arfazhxss/robotc

- Collaboratively developed and tested precise motor, sensor, and infrared receiver inputs using C programming language for accurate movement and effective signal tracking of an autonomous robot within a controlled arena.

Portfolio Website (HTML, CSS, JavaScript)

Sep 2022 – Mar 2023

github.com/arfazhxss/portfolio-website | arfazhxss.com

- Developed a responsive mobile-first portfolio website utilizing semantic HTML, CSS, Bootstrap, jQuery, and JavaScript with a focus on mobile-first approach, user experience, and accessibility.

T-Rex Game (Java)

Aug 2022 – Oct 2022

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 principles.

WORK AND VOLUNTEERING EXPERIENCE

Software Engineer, Ground Support | University of Victoria Rocketry

Mar 2023 – Present

- Implementing React components on Xenia-1 (Rocket) based on Figma designs, utilizing NoSQL and 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 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: 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, Gradle/Maven

Databases: MongoDB, MySQL

Miscellaneous Tools: Git, Linux (Fedora, Debian), IntelliJ, Android Studio, XCode