ARFAZ HOSSAIN

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www.arfazhxss.com

KEY COMPETENCIES

Tools and Languages: C, C++, Java, Kotlin, Swift, HTML, CSS, Python, JavaScript, Git/Bash
Productivity and Design: Visual Studio, Code, Xcode, Android Studio, Microsoft Office
Current Skill Development: Swift, Kotlin, Data Structures, Computational Algorithms

EDUCATION

University of Victoria, Bachelor of Engineering (B.E.) in Software Engineering (Sep 2021-)
Current and Past Coursework: **CSC 111-115** (Fundamentals of Programming I and II),
CSC 225-226 (Algorithms & Data Structures I and II), **SENG 265-275** (Software Development and Testing),
CSC 230 (Computer Architecture), **SENG 310** (Human Computer Interaction)

PERSONAL PROJECTS

Investment Calculator   Jan 2023 – Current
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 discount rates
▸ Utilizing UIKit libraries to implement responsive and engaging design elements
▸ Testing and debugging app functionality across iPad and iPhone, ensuring optimal performance and usability

IR Sensor Autonomous Robot   Jan 2023 – Mar 2022
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

Portfolio Website   Sep 2022 – Current
www.github.com/arfazhxss/portfolio-website, www.arfazhxss.com
▸ 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

T-Rex   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
▸ Implemented Java Stack library for optimizing game performance and ensuring cross-platform compatibility
▸ Utilized Git version control to manage code changes and track project progress, enabling efficient workflow and streamlined development processes

WORK AND VOLUNTEERING EXPERIENCE

Customer Service Desk, Grocery Clerk | Save-On-Foods   Apr 2022 – Oct 2022
▸ Worked in a team of up to 12 co-workers, adjusting activities to meet the daily needs of the store.
▸ Managed the stocking and cleaning of shelves and answering an average of 50 customer inquiries per shift, with a 96% satisfaction rate
▸ Maintained accurate records of hundreds of restocked and transferred inventory items, ensuring the timely and efficient management of merchandise
Skills and Tools: ● **Point Of Sale (POS) System** ● **Cash Handling** ● **Inventory Stock, Management**

Rescue Volunteer | Bangladesh Animal Welfare Foundation   Aug 2019 – May 2021
▸ Advocated for responsible pet ownership through community outreach, creating a monthly average of 15-20 posters, brochures, flyers and using Adobe Creative Suit to educate and engage the community in improving the welfare of animal
▸ Worked with teams of 5-7 consisting of mostly volunteers and certified veterinarians from all around the city to help rescue an average of 10-15 street animals predominantly dogs into allocated animal shelters each month
Skills and Tools: ● **Team Collaboration** ● **Vetenary Treatment** ● **Adobe Illustrator** ● **Adobe Premier Pro**