

ARFAZ HOSSAIN

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KEY COMPETENCIES

Tools and Languages: C, C++, Java, Kotlin, Swift, HTML, CSS, Python, JavaScript, Git/Bash

Development and Design: Visual Studio, XCode, IntelliJ IDEA, Android Studio, Microsoft Office

Skill Development: Swift, Kotlin, Data Structures, Computational Algorithms, Test Driven Development using JUnit

EDUCATION

University of Victoria

Bachelor of Engineering (B.E.) in Software Engineering

Sep 2021 – Current

Current and Past Coursework: CSC 111-115 (Fundamentals of Programming), CSC 225-226 (Algorithms & Data Structures), SENG 265-275 (Software Development and Testing), CSC 230 (Computer Architecture), SENG 310 (Human Computer Interaction)

PERSONAL PROJECTS

Investment Calculator

May 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

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

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

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

Graphics Coordinator | UVic Engineering Students' Society

Apr 2023 – Current

- ▶ Designing visual resources for posters, social media posts, among other promotional materials, while managing office hours to ensure the availability of the student lounge.

Skills and Tools: • Team Collaboration • Adobe Illustrator • Adobe Illustrator • Canva

Customer Service Desk, Grocery Clerk | Save-On-Foods

Apr 2022 – Oct 2022

- ▶ Worked in a team of 6 to 12 members, overseeing store operations, adjusting activities as needed, 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.

Skills and Tools: • Team Collaboration • Point of Sale (POS) System • Cash Handling • Inventory Stock, Management

Rescue Volunteer | Bangladesh Animal Welfare Foundation

Aug 2019 – May 2021

- ▶ Promoted responsible pet ownership through community outreach, creating educational materials, brochures, posters, and flyers using Adobe Creative Suite, while collaborating with diverse teams of 5-7 to rescue and shelter street animals.

Skills and Tools: • Team Collaboration • Microsoft Excel • Adobe Illustrator • Adobe Premier Pro • Adobe Photoshop