

# Arfaz Hossain

linkedin.com/in/arfazhussain | github.com/arfazhxss  
arfazhxss.com/#portfolio

Victoria, British Columbia | (250) 880 8402  
arfazhussain@uvic.ca

## 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 (Swift)

May 2023 – Present

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

### Weather App (Swift)

Mar 2023 – May 2023

[github.com/arfazhxss/WeatherAppVariants](https://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.

### Autonomous Robot (C/C++)

Jan 2023 – Mar 2023

[github.com/arfazhxss/robotc](https://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](https://github.com/arfazhxss/portfolio-website) | [arfazhxss.com](https://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](https://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.

## WORK AND VOLUNTEERING EXPERIENCE

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### Software Engineer, Avionics | University of Victoria Rocketry

Mar 2023 – Present

- Implementing 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 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

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**Programming Languages:** C, C++, Java, Python, Kotlin, HTML/CSS, JavaScript, Swift, Bash

**Frameworks and Libraries:** React, jQuery, JUnit, Gradle/Maven

**Databases:** MongoDB, MySQL, MariaDB

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