Arfaz Hossain

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Education

Bachelor of Software Engineering (BEng) — Sept. 2021 – Present
University of Victoria — *Victoria, BC*

Technical Skills

Languages: Java, Python, TypeScript, JavaScript, Objective-C (Swift), C++, HTML/CSS, R
Frameworks and Libraries: Node, Next.js, React, Express, Material, Shadcn, Tailwind
Databases: MySQL, PosgreSQL, SQLite, MongoDB, Redis, DynamoDB, CloudSQL
Developer Tools: Visual Studio, IntelliJ, JUnit, Eclipse, Maven, Gradle, Git, Docker

Selected Collaborative Projects

Course Planner — Feb 2024 – Present
www.github.com/arfazhxss/course-planner — *Victoria, BC*

- Developing a course planning tool for University of Victoria students using NextJS, React, TailwindCSS, and Shadcn, facilitating a streamlined interface for course selection and progress tracking
- Utilizing Puppeteer for web scraping to retrieve and manage course data from UVic websites, enhancing the accuracy and completeness of course information available to users.

Coop-me — Dec 2023 – Present
www.github.com/VikeLabs/coopme — *Victoria, BC*

- Developing an improved co-op job search platform for University of Victoria students by scraping data from Learning In Motion (LIM) using Puppeteer and Cypress, and populating the database with job listing data
- Integrating Prisma ORM with PostgreSQL for backend database management, NextAuth.js for authentication, NextJS for server-side rendering, and TailwindCSS and Shadcn for UI/UX design

Ground Support System — Jul 2023 – Jan 2024
www.github.com/UVicRocketry/Ground-Support — *Victoria, BC*

- Collaborated with a team of 13 developers in developing a full-stack telemetry visualization and post-flight analytical software for engineering students analyzing rocket performance in real-time
- Developed front-end components in React using TypeScript, contributed to the project's final figma designs, and implemented data visualizations through Material UI Tables and Charts

Selected Personal Projects

Rubik's Cube (3D Simulation) — Feb 2023 – June 2023
www.github.com/arfazhxss/OpenGL-projects — *Victoria, BC*

- Developed a 3D simulation utilizing OpenGL libraries GLUT, GLFW, and GLM, incorporating graphics rendering techniques through GLSL (Shader Language) for visualizations, mathematical operations
- Implemented intuitive keyboard and mouse controls, including precise cube rotations with keys such as L, J, I, K, and dynamic zoom functionalities with keyboard shortcuts

Relevant Experiences

Software Team Lead — Feb 2024 – Present
VikeLabs — *Victoria, BC*

- Collaborating with 5+ software team leads and executives to arrange workshops for 100+ computer science and software engineering students, attending weekly meetings and bi-weekly hackathons, and leading two full-stack projects

Graphics Coordinator — Jan 2023 – Present
Engineering and Computer Science Student's Society — *Victoria, BC*

- Designing posters and social media content, volunteering at events, managing office hours to ensure the availability of the student lounge, and maintaining the official website and the exam bank for all engineering and computer science students

Grocery Clerk — Apr 2022 – Sept 2022
Save On Foods — *Victoria, BC*

- Oversaw store operations with a team of 10 to 12 members, addressed customer inquiries, maintained inventory through detailed stock records and rotations, helped reduce stock shortages by 7%, and stocked products into store shelves

Honors and Awards

- **Recipient of University of Victoria's International Entrance Scholarship** — 2021 – 2022