ARFAZ HOSSAIN

arfazhussain@uvic.ca | 250.880.8402
linkedin.com/in/arfazhxss | github.com/arfazhxss
www.arfazhxss.com

KEY COMPETENCIES

Tools and Languages: C/C++, C#, Java, HTML/CSS, Python, JavaScript, Git. Bash
Productivity and Design: Visual Studio, Blender, Android Studio, Adobe Creative, Microsoft Office
Current Skill Development: Vulkan API, ReactJS, SwiftUI, Kotlin, Data Structures and Computational Algorithms

EDUCATION & CERTIFICATES

University of Victoria, Bachelor of Engineering (B.E.) in Software Engineering (Sep 2021-)
Most Recent Coursework: ▹ **CSC 111-115** (Fundamentals of Programming with Engineering Applications I and II)
▹ **CSC 225** (Algorithms and Data Structures I) ▹ **SENG 265** (Software Development Methods) ▹ **CSC 230** (Computer Architecture)
▹ **MATH 100-101** (Calculus I and I) ▹ **ECON 180** (Economics and Financial Project Evaluation)
▹ **MATH 110** (Matrix Algebra For Engineers) ▹ **STAT 260** (Probability and Statistics I) ▹ **PHYS 110** (Physics I)

PERSONAL PROJECTS AND RESEARCH

Research Project: Designing Multipath Packet Scheduler
Jan 2023 – Feb 2023

Multipath TCP (MPTCP) is a communication protocol that allows for data transmission using multiple paths between a source and destination, compared to the single-path TCP. The objective of this ongoing research is to implement a packet scheduling system that can help determine the most efficient path to use for each path, based on several network conditions.

▸ Contributing to the project by developing, testing, and debugging C scripts on a Linux kernel to ensure the system's optimal performance and reliability.
▸ Collecting input from network data collected from multiple scripts, processing it into a readable text format for further stages of the project.

Skills and Tools: ● **Team Collaboration** ● **C/C#** ● **Kernel Debugging**

T-Rex ⧉
Aug 2022 – Sep 2022

Originally designed and developed by Google as *DinoGame*, the aim of this project was to develop a Java runtime cross-platform application that can emulate the classic gameplay experience throughout Mac, Ubuntu, and Windows platform.

▸ Implemented Java Stack library for an efficient game logic and performance.
▸ Utilized Java AWT and Swing libraries to create a cross-platform, dynamic and engaging user experience.
▸ Conducted extensive testing and debugging across platforms, ensuring optimal performance and reliability.
▸ Actively contributed to open-source community with source code while designing and developing the game.

Skills and Tools: ● **Java Swing/AWT** ● **Software Testing and Debugging** ● **Cross Platform Development** ● **Git / Bash**

PROFESSIONAL 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**

VOLUNTEERING EXPERIENCE

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 animals.
▸ 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**