

Arfaz Hossain

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EDUCATION

University of Victoria

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

Sep 2021 – Present

PERSONAL PROJECTS

Weather App (Swift)

Mar 2023 – May 2023

github.com/arfazhxss/weatherappvariants

- Designed and developed a simple weather application that utilizes the OpenWeather API to provide real-time weather information based on the user's current geolocation coordinates, parsing weather data from JSON files and implementing hierarchal designs based on the collected data.

Rubik's Cube 3D (OpenGL, C++)

Feb 2023 – May 2023

github.com/arfazhxss/opengl

- Developed a 3D Rubik's Cube simulator in C++ using OpenGL C libraries (GLUT, GLFW and GLM) with keyboard polling for rotational control and GLSL Shader Language for graphics rendering and manipulation.

Autonomous Robot (C/C++)

Jan 2023 – Mar 2023

github.com/arfazhxss/robotc

- Collaboratively developed and tested precise motor, sensor, and infrared receiver inputs using C language for accurate movement and effective signal tracking of an autonomous robot within a controlled arena.

Web Development Projects

Dec 2022 – May 2023

github.com/arfazhxss/arfazhxss.github.io

- A list of personal projects I have worked on, as part of my learning milestones for JavaScript, TypeScript, ReactJS, NodeJS and ExpressJS: 'The Dice Game', 'The Number's Game', 'To Do List' (ReactJS).

Portfolio Website (HTML, CSS, JavaScript)

Sep 2022 – Mar 2023

github.com/arfazhxss/portfolio-website | arfazhxss.com

- Designed 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.

Tic Tac Toe (C++)

Oct 2022

github.com/arfazhxss/miniprojects/

- Developed a C++ command line interface version of the *Tic Tac Toe* game featuring a 3x3 grid, two players (X and O) taking turns entering positions, and conditional logic in determining the winner of the game or a tie.

T-Rex Game (Java)

Aug 2022 – Oct 2022

github.com/arfazhxss/t-rex

- Built a Java-based version of the popular T-Rex game, utilizing Java Swing library for the user interface and object-oriented principles.

WORK AND VOLUNTEERING EXPERIENCE

Software Engineer, Ground Support | University of Victoria Rocketry

Mar 2023 – Present

- Implementing React components on Xenia-1 (Rocket) based on Figma designs, utilizing PostgreSQL and MongoDB for backend 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: Customer Service (Tim Hortons), Rescue Volunteer (Bangladesh Animal Welfare Organization)

KEY COMPETENCIES

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

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

Graphics API: Vulkan, OpenGL, WebGL, OpenXR **Databases:** MongoDB, SQL

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