

Arfaz Hossain

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arfazhxss.com/#about

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EDUCATION

University of Victoria

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

Sep 2021 – Present

PERSONAL PROJECTS

Web Development Projects

TypeScript, JavaScript, React, SQL, MongoDB, HTML/CSS

Ground Support System

Jan 2023 – Current

github.com/UVicRocketry/Ground-Support

- Developing and designing components in TypeScript using React framework, MongoDB and SQL (postgres)

Portfolio Website (www.arfazhxss.com)

Sep 2022 – Mar 2023

github.com/arfazhxss/portfolio-website

- Utilized HTML, CSS, JavaScript, jQuery for design and development, deployed using netlify

Mobile Development Projects

Swift (Programming Language)

Weather App

Mar 2023 – May 2023

github.com/arfazhxss/weatherappvariants

- Developed an iOS application utilizing OpenWeather API for providing real-time location-based weather data

Embedded, Graphics and Command Line Projects

Java, C, C++, OpenGL

Rubik's Cube (C++, OpenGL)

Feb 2023 – May 2023

github.com/arfazhxss/opengl

- Developed a 3D simulation utilizing OpenGL libraries *GLUT*, *GLFW* and *GLM* for mathematical operations, contexts and *GLSL Shader Language* for graphics rendering, manipulation

Autonomous Robot (C, RobotC Library)

Jan 2023 – Mar 2023

github.com/arfazhxss/robotc

- Tested motor, sensor and infrared receiver inputs and developed C scripts for accurate movement and effective signal tracking and automation

Tic Tac Toe (C++)

Oct 2022

github.com/arfazhxss/miniprojects

- Implemented a command-line game featuring a 3×3 grid, two players (X and O), some conditional logic

T-Rex Game (Java)

Aug 2022 – Oct 2022

github.com/arfazhxss/t-rex

- Developed a 2D game utilizing object-oriented principles, *Java Swing* library for graphical user interface

WORK AND VOLUNTEERING EXPERIENCE

Software Engineer | 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)

SKILLS

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, MySQL

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