**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**

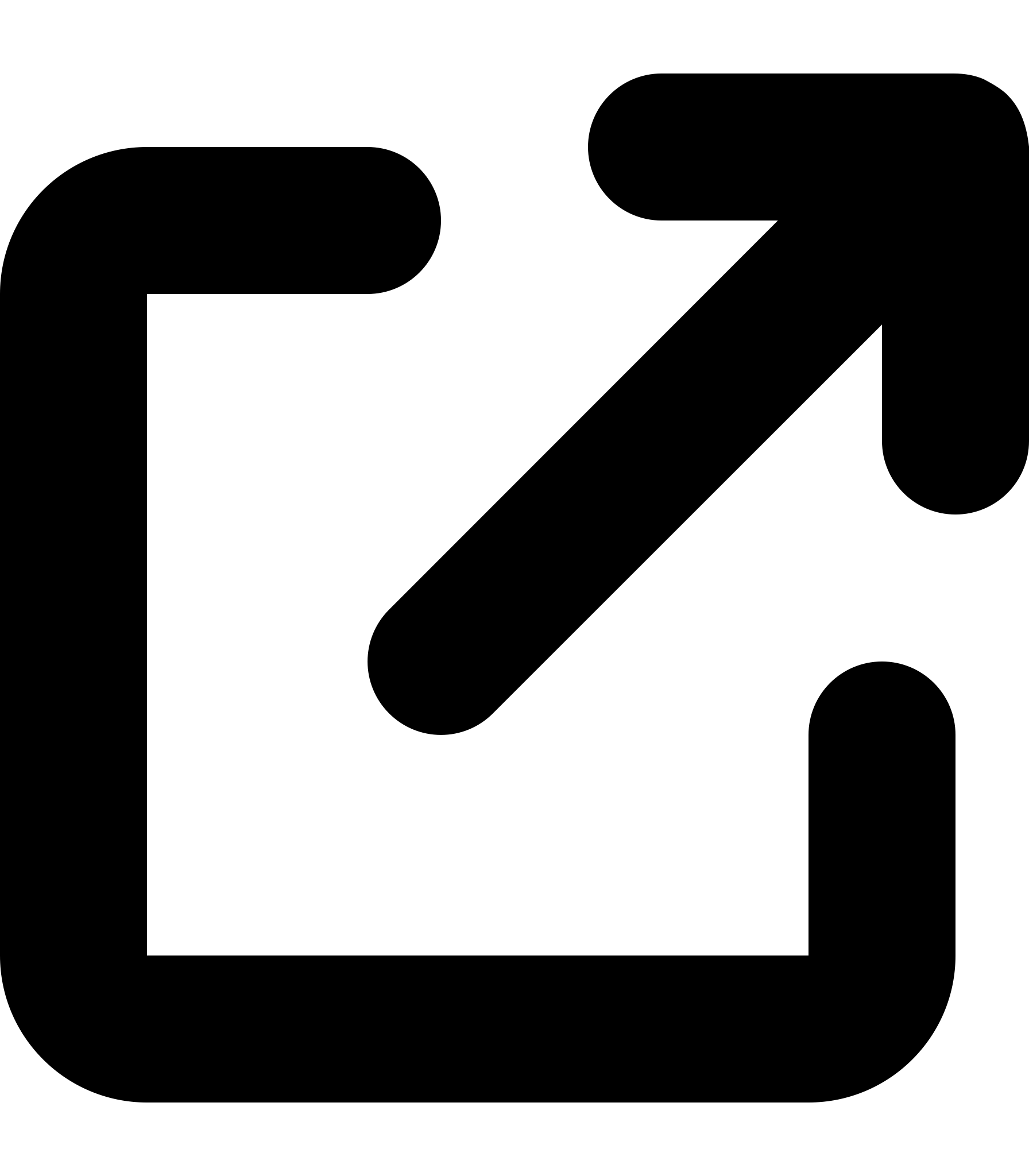
**Research Project: Designing Multipath Packet Scheduler Jan 2023 – Feb 2023**

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 **](https://github.com/arfazhuss/DinoGame.git) **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**