KEY COMPETENCIES

**Tools and Languages**: C, C++, Java, Kotlin, Swift, HTML, CSS, Python, JavaScript, Git/Bash

**Development and Design**: Visual Studio, XCode, IntelliJ IDEA, Android Studio, Microsoft Office

**Skill Development**: Swift, Kotlin, Data Structures, Computational Algorithms

EDUCATION

**University of Victoria**

Bachelor of Engineering (B.E.) in Software Engineering **Sep 2021 – Current**

**Current and Past Coursework**: CSC 111-115 (Fundamentals of Programming), CSC 225-226 (Algorithms & Data Structures),

SENG 265-275 (Software Development and Testing), CSC 230 (Computer Architecture), SENG 310 (Human Computer Interaction)

PERSONAL PROJECTS­­­­

[**Investment Calculator**](https://github.com/arfazhxss/DCFA)  **May 2023 – Current**

www.github.com/arfazhxss/DCFA

▸ Developing an iOS based mobile application using Swift to enable users perform Discount Cash Flow (DCF) analysis of an investment based on current interest rates and real-time market data

▸ Implementing DCF analysis for accurate valuation of investment based on projected cash flows and discount rates

▸ Utilizing UIKit libraries to implement responsive and engaging design elements

▸ Testing and debugging app functionality across iPad and iPhone, ensuring optimal performance and usability

[**Portfolio Website**](https://www.arfazhxss.com/) **Sep 2022 – Current**

www.github.com/arfazhxss/portfolio-website, www.arfazhxss.com

▸ Developing a responsive portfolio website utilizing semantic HTML, CSS, Bootstrap, jQuery, and JavaScript with a focus on mobile-first approach, user experience, and accessibility

▸ Continuously expanding portfolio with new projects and skills gained throughout my ongoing engineering degree

[**IR Sensor Autonomous Robot**](https://github.com/arfazhxss/robotC) **Jan 2023 – Mar 2022**

www.github.com/arfazhxss/robotc

▸ Collaboratively built and developed an autonomous VEX Robot as part of the required coursework for *Engineering Design and Communication* (ENGR120)

▸ Actively tested precise motor, sensor, and infrared receiver inputs to ensure accurate movement and effective signal tracking within a controlled arena, using the C programming language

[**T-Rex**](https://github.com/arfazhuss/DinoGame.git) **Aug 2022 – Oct 2022**

www.github.com/arfazhxss/T-Rex

▸ Developed a Java-based version of the popular T-Rex game, utilizing Java Swing library for the user interface and object-oriented programming principles to ensure clean and efficient code

▸ Designed and implemented the game logic with challenging obstacles and progressive difficulty levels

▸ Implemented Java Stack library for optimizing game performance and ensuring cross-platform compatibility

▸ Utilized Git version control to manage code changes and track project progress, enabling efficient workflow and streamlined development processes

WORK AND VOLUNTEERING EXPERIENCE

**Graphics Coordinator | UVic Engineering Students’ Society Apr 2023 – Current**

▸ Designing visual resources for posters, social media posts, among other promotional materials, while managing office hours to ensure the availability of the student lounge.

**Skills and Tools:** ● **Team Collaboration** ● **Adobe Illustrator** ● **Adobe Illustrator** ● **Canva**

**Customer Service Desk, Grocery Clerk** | **Save-On-Foods**  **Apr 2022 – Oct 2022**

▸ Worked in a team of 6 to 12 members, overseeing store operations, adjusting activities as needed, ensuring daily needs were met.

▸ 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.

**Skills and Tools:** ● **Team Collaboration** ● **Point of Sale (POS) System** ● **Cash Handling** ● **Inventory Stock, Management**

**Rescue Volunteer** | **Bangladesh Animal Welfare Foundation**  **Aug 2019 – May 2021**

▸ Promoted responsible pet ownership through community outreach, creating educational materials, brochures, posters, and flyers using Adobe Creative Suit, while collaborating with diverse teams of 5-7 to rescue and shelter street animals.

**Skills and Tools:** ● **Team Collaboration** ● **Microsoft Excel** ● **Adobe Illustrator** ● **Adobe Premier Pro** ● **Adobe Photoshop**