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**](https://www.arfazhxss.com/) **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**](https://www.arfazhxss.com/) **(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**](https://github.com/arfazhxss/robotC) **(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 33 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

**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**](https://github.com/arfazhxss/robotC) **(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**](https://www.arfazhxss.com/) **(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)**](https://github.com/arfazhuss/T-Rex.git) **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.