

Arfaz Hossain

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www.arfazhxss.ca

Education

Bachelor of Software Engineering (BSEng)

University of Victoria

Sep 2021 – (exp.) Aug 2026

Victoria, BC

Technical Skills

Programming Languages:

Python, TypeScript, Java, Objective-C (Swift), C++

Frameworks and Libraries:

Node, Next.js, React, Express, Material, Shadcn, Tailwind CSS

Rational and non-rational Databases:

MySQL, PostgreSQL, MongoDB

Software Project Management Tools:

Visual Studio, IntelliJ, JUnit, Eclipse, Maven, Gradle, Git, Docker

Selected Collaborative Projects

Study Sprints *Ongoing*

Feb 2024 – Present

Victoria, BC

<https://www.github.com/VikeLabs/Study-Sprints>

- Collaborating with a team of 6 developers to create a full-stack Pomodoro application utilizing React with TypeScript, addressing users' time management requirements
- Utilizing Next.js framework for efficient routing and MongoDB for data storage and retrieval, to track and review past activities of users over the last day, month and year

Ground Support System

Jul 2023 – Jan 2024

Victoria, BC

<https://www.github.com/UVicRocketry/Ground-Support>

- Collaborated with a team of 15 developers in developing a full-stack telemetry visualization and post-flight analytical software for engineering students analyzing rocket performance in real-time
- Developed a total of 13 Material-UI components in React with TypeScript, ensuring type safety and fidelity to Figma designs, thereby enhancing adaptability and usability across multiple platforms

Selected Personal Projects

Content Management System *Ongoing*

Dec 2023 - Present

Victoria, BC

<https://www.github.com/arfazhxss/next/tree/main/ecommerce-admin>

- Building an e-commerce management platform for administrators using Next.js, integrating Clerk and NextAuth.js for user authentication, Stripe for managing client payments and Shadcn for components in user-interface
- Implementing a backend infrastructure with Prisma, PlanetScale, and MySQL for data storage and maintenance

Rubik's Cube (3D Simulation)

Feb 2023 – June 2023

Victoria, BC

<https://www.github.com/arfazhxss/OpenGL-projects>

- Developed a 3D simulation utilizing OpenGL libraries GLUT, GLFW, and GLM, incorporating graphics rendering techniques through GLSL (Shader Language) for visualizations, mathematical operations
- Implemented intuitive keyboard and mouse controls, including precise cube rotations with keys such as L, J, I, K, and dynamic zoom functionalities with keyboard shortcuts

Simple Weather Application (iOS)

Apr 2023 – Nov 2023

Victoria, BC

<https://github.com/arfazhxss/Weather-Application>

- Developed a simple iOS application using Swift programming language on object-oriented programming principles, ensuring a modular and maintainable codebase
- Implemented a user-friendly interface that seamlessly integrates with OpenWeather API, allowing users to access and navigate through accurate weather information for their current city

Experience

Graphics Coordinator

Engineering Student's Society (ESS)

Jan 2023 – Present

Victoria, BC

- Designed and illustrated a total 15+ posters and 20+ social media posts while managing office hours to ensure the availability of the student lounge, maintaining websites and social media accounts

Honors and Awards

- **Recipient of University of Victoria's International Entrance Scholarship**

2021 – 2022