

# Arfaz Hossain

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## TECHNICAL SKILLS

**Languages:** C#, Python, TypeScript, Java, Swift, C++,  $\LaTeX$   
**Frameworks & Libraries:** .NET Framework, React.js, Express, Tailwind  
**Databases:** PostgreSQL, Redis, MongoDB (Mongoose), MySQL, T-SQL  
**Tools & Platforms:** AWS (EC2, S3), Azure DevOps, Atlassian (Jira, Confluence, Bitbucket)

## EXPERIENCE

**Software Developer** | .NET, T-SQL, WinForms, DevExpress May 2025 - Present  
*Megabyte Systems Inc. (8-month work term, currently employed part time)* Victoria, British Columbia

- Maintained over 80 enterprise applications using the .NET Framework and Microsoft SQL Server
- Implemented CI/CD pipelines with Azure DevOps for automated testing, building, and deployment
- Collaborated with Business Analysts and County Tax Authorities to align with client requirements

**QA Automation Engineer** | Python, Appium, Unity, AltTester Jan 2025 - Apr 2025  
*Blastworks Inc. (4-month work term)* Victoria, British Columbia

- Automated testing for Unity games on Android and iOS that increased test coverage from 54% to 87%
- Conducted regression and smoke testing for Slingo games across WebGL, iOS, Android, and Amazon devices
- Reduced full test execution time by 29% through optimized automation frameworks and testing processes

**Data Analyst** | Python, NumPy, Pandas, SQL May 2021 - Aug 2021  
*Momentous Properties Ltd. (4-month internship)* Dhaka, Bangladesh

- Developed web scrapers using BeautifulSoup and Selenium which aggregated 5K+ quarterly listings
- Automated SQL queries with Python to track 500+ daily listing changes across 7 key areas
- Normalized 7K+ property records from MySQL databases using Pandas DataFrames

## PROJECTS

**Megabyte Bulk SignTool** | C# (.NET 8), Powershell, Bash May 2025 - Dec 2025  
*Proprietary Software (Megabyte Systems Internal Tool)* Victoria, British Columbia

- Built automated code signing utility processing 570+ executables with parallel threading
- Developed recursive file discovery with interactive selection UI and comprehensive audit logging
- Packaged as global .NET tool with cross-platform build automation and SHA256 RFC 3161 timestamping

**Leaderboard Builder** | C# (.NET 8), RestSharp, Spectre.Console Jan 2025 - April 2025  
*Proprietary Software (Blastworks Internal Tool)* Victoria, British Columbia

- Refactored monolithic codebase into 9 modular services with dependency and documentation upgrades
- Created 14+ RESTful CRUD endpoints supporting secure authentication, leaderboards and event flows
- Automated CI/CD for cross-platform .NET builds using Docker and Bitbucket Pipelines (YAML)
- Optimized JSON parsing with structured data validation for API calls secured using OAuth and RestSharp

**Rubik's Cube** | 3D Simulation in C++ using OpenGL 2024 - Present  
[www.github.com/arfazca/rubikscube3d](https://www.github.com/arfazca/rubikscube3d) Victoria, British Columbia

- Developed a 3D simulation with OpenGL, integrating GLSL for visuals and math operations
- Created intuitive keyboard controls for cube rotations using keys like L, J, I, K

## EDUCATION

**University of Victoria** Victoria, British Columbia  
*Bachelor of Engineering in Software Engineering* (Expected Graduation) August 2027

- Director of Sponsorship**, UVic Engineering Students' Society Sept 2025 - Present
- Director of Communication**, Conference on Diversity in Engineering (CDE) Nov 2025 - Present

## AWARDS & ACHIEVEMENTS

- Second Place**, Western Engineering Competition in Programming January 24, 2026
- First Place**, University of Victoria Engineering Competition in Programming October 19, 2025
- Second Place**, University of Victoria 2025 INSPIRE Hackathon Series October 3-4, 2025
- Fourth Place**, Western Engineering Competition in Programming January 25, 2025
- First Place**, University of Victoria Engineering Competition in Programming October 26, 2024