Arfaz Hossain

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July 9, 2023

Vancouver Shipyards
Victoria, British Columbia

Dear Hiring Manager:

I am writing to apply for the Requirements and Acceptance Co-op at Vancouver Shipyards. As someone who is always eager to learn and grow in my field, I believe that this is an excellent opportunity to gain valuable experience and enhance my skills in software development.

I have a fascination for developing graphical web, desktop and mobile applications, and I am continually learning skills through my personal interests and hobby projects outside school. In my GitHub portfolio, I have a collection of development projects ranging from an iOS weather application, 2D and 3D graphical applications in OpenGL, C++ and C#, to web development projects mostly in JavaScript and React. During my first year, I gained valuable experience in the food and beverage industry by working as a customer service representative and grocery clerk. This helped me gain a lot of transferrable skills in my second year as I began to work in teams and group projects. I have a passion for designing and developing user interfaces and have a strong interest in developing and maintaining graphical applications in the future.

In terms of the specific requirements for this role, I have experience developing in modern programming languages such as Python, Java, JavaScript, and most recently built my portfolio website utilizing JavaScript, jQuery and Bootstrap without relying on any web frameworks or libraries. As I am exploring web development in TypeScript and React, my current objective is to redesign my portfolio website using React as the primary web framework. Recently I have been working with the Software Development team of UVic Rocketry in the latest Xenia-2 project in Ground Support and Avionics. I am familiar with test automation tools and frameworks such as Selenium, Maven and Gradle, have experience in writing unit tests in IntelliJ. I am also very familiar with Agile Mythologies and have used ticketing and CI/CD tools like Jira and Kanban. I am adaptable and always eager to learn and am confident that I can quickly gain familiarity with any new tools or techniques necessary to excel in this role.

Given my current work-term setup, I am available for an 8-month co-op term and would be open to the possibility of participating in two consecutive terms and relocation. Thank you for considering my application. I look forward to the opportunity to further discuss my skills and experience with Vancouver Shipyards.

Most Sincerely,

Arfaz Hussain

Arfaz Hossain (He/Him)
2nd Year Software Engineering (BSEng) Student,
University Of Victoria

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EDUCATION

University of Victoria
Bachelor of Engineering (B.E.) in Software Engineering   **Sep 2021 – Present**

PERSONAL PROJECTS

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 (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 (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)   **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.

WORK AND VOLUNTEERING EXPERIENCE

Software Engineer, Ground Support | 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)**

KEY COMPETENCIES

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, SQL
Miscellaneous Tools: Git, Linux (Fedora), IntelliJ, Android Studio, XCode