

Arfaz Hossain

Victoria, British Columbia

www.github.com/arfazhxss
www.linkedin.com/in/arfazhussain
arfazhxss.ca/resume.pdf

May 16, 2024

Teck Resources Ltd

Division: Elkview Operations

Location: Sparwood, Elkford

Dear Hiring Manager:

I am excited to apply for the **Wireless Systems Engineering Co-op Placement** at **Teck Resources**. I am a software engineering student at the University of Victoria in British Columbia. I am eager to learn and grow in the field of computer and software engineering and I believe that this role will help me gain valuable work-experience related to my interests and help me acquire a practical understanding in a real-world setting.

I have a fascination for developing web and mobile applications, and I am continually learning new skills through personal projects outside school. I have been involved in more than 13 software development projects, which includes developing an iOS weather application in Swift Programming Language, making a 3D graphical simulation of a Rubik's Cube in OpenGL, C++ and developing web development projects in React, JavaScript and TypeScript. I have been an active member in the Engineering Students Society and UVic Students Society where I have worked as a mentor during my second year as well as volunteered in multiple events besides engaging in software development projects throughout my time.

Throughout my academic endeavours, I have had the chance to learn the basic concepts of object-oriental programming, software architecture and development, testing and evolution, data structures and algorithms. I have actively contributed to the UVic Rocketry and VikeLabs as a full-stack web developer, where I have spent much of my time collaborating and developing solutions to issues while reviewing codes mostly written in TypeScript and Python. My experience includes developing schemas in both MongoDB and PostgreSQL using Atlas, as well as other database tools and services especially Prisma, PlanetScale, and Mongoose. Throughout my projects, I have used automation and testing frameworks such as Selenium, Puppeteer, JUnit, Maven, Gradle. I also have worked with projects following networking protocols and have experience working with debugging tools and version control systems like Git and Subversion. While working in teams at UVic Rocketry, I used ticketing tools, such as Jira and Kanban. I am planning to specialize in visual computing and data mining, involved in projects that are closely tied to my interests. I believe that my strength lies in my ability to work independently, collaborating, adapting to new environments, and gaining familiarity with new tools necessary to excel in this role.

I am currently available for a 8-month work term and would be open to the possibility of participating in more than two consecutive terms. Thank you for considering my application. I look forward to the opportunity to further discuss my skills and experience with Teck Resources.

Most Sincerely,



Arfaz Hossain (He/Him)
Software Engineering Student,
University of Victoria

Arfaz Hossain

+1 (250) 880 8402 | arfazhussain@uvic.ca | linkedin.com/in/arfazhussain | github.com/arfazhxss

www.arfazhxss.ca

EDUCATION

Bachelor of Software Engineering (BE)

University of Victoria

Sept. 2021 – Present

Victoria, BC

TECHNICAL SKILLS

Languages: Java, Python, TypeScript, JavaScript, Objective-C (Swift), C++, HTML/CSS, R

Frameworks and Libraries: Node, Next.js, React, Express, Material, Shadcn, Tailwind

Databases: MySQL, PostgreSQL, SQLite, MongoDB, Redis, DynamoDB, CloudSQL

Developer Tools: Visual Studio, IntelliJ, JUnit, Eclipse, Maven, Gradle, Git, Docker

SELECTED COLLABORATIVE PROJECTS

Study Sprints

github.com/VikeLabs/Study-Sprints

Feb 2024 – Present

Victoria, BC

- 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

github.com/UVicRocketry/Ground-Support

Jul 2023 – Jan 2024

Victoria, BC

- Collaborated with a team of 13 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, enhancing adaptability and usability across multiple platforms

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github.com/arfazhxss/OpenGL-projects

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- 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)

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Apr 2023 – Nov 2023

Victoria, BC

- 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

RELEVANT EXPERIENCES

Software Team Lead

VikeLabs

Feb 2024 – Present

Victoria, BC

- Simultaneously working in 3 full-stack projects *courseup*, *coopme* and *study-sprints* facilitating collaboration with team leads through meetings and progress tracking across teams

Graphics Coordinator

Engineering Student's Society

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

Grocery Clerk

Save On Foods

Sept. 2021 – Aug 2023

Victoria, BC

- Oversaw store operations in a 10-to-12-member team while addressing 50 inquiries each shift, maintaining inventory through detailed stock records and rotations, helping in reducing stock shortages by 7%

HONORS AND AWARDS

- Recipient of University of Victoria's International Entrance Scholarship

2021 – 2022

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FOR Arfaz Hossain (V00984826) AS OF 8 May 2024

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| WINTER 2021-2022 | | | | | | | | | |
| First Term: Sep - Dec 2021 | | | | | | | | | |
| ENGINEERING B.ENG. (CO-OP ENGINEERING) | | | | | | | | | |
| | ENGR 110 | DESIGN AND COMMUNICATION I | 2.5 | 76% B | 5 | 2.5 | | 79% | 166 |
| | ENGR 130 | INTRODUCTION TO PROFESSIONAL PRACTICE | 0.5 | 79% B+ | 6 | 0.5 | | 87% | 204 |
| | MATH 100 | CALCULUS I | 1.5 | 72% B- | 4 | 1.5 | | 72% | 209 |
| | MATH 110 | MATRIX ALGEBRA FOR ENGINEERS | 1.5 | 75% B | 5 | 1.5 | | 69% | 135 |
| Second Term: Jan - Apr 2022 | | | | | | | | | |
| ENGINEERING B.ENG. (CO-OP ENGINEERING) | | | | | | | | | |
| | CSC 111 | FUNDAMENTALS OF PROGRAMMING WITH ENGINEERING APPLICATIONS | 1.5 | 78% B+ | 6 | 1.5 | | 61% | 117 |
| | MATH 101 | CALCULUS II | 1.5 | 66% C+ | 3 | 1.5 | | 73% | 180 |
| | MATH 122 | LOGIC AND FOUNDATIONS | 1.5 | 81% A- | 7 | 1.5 | | 73% | 75 |
| | PHYS 110 | INTRODUCTORY PHYSICS I | 1.5 | 75% B | 5 | 1.5 | | 57% | 129 |
| SESSIONAL GPA = 5.04 (05MAY2022) | | | | | | | | | |
| CREDIT IN 12.0 UNITS | | | | | | | | | |
| IN GOOD ACADEMIC STANDING (05MAY2022) | | | | | | | | | |
| SUMMER 2022 | | | | | | | | | |
| Summer Session: May - Aug 2022 | | | | | | | | | |
| ENGINEERING B.ENG. (CO-OP ENGINEERING) | | | | | | | | | |
| | CSC 115 | FUNDAMENTALS OF PROGRAMMING II | 1.5 | 76% B | 5 | 1.5 | | 74% | 91 |
| SESSIONAL GPA = 5.00 (17AUG2022) | | | | | | | | | |
| CREDIT IN 1.5 UNITS | | | | | | | | | |
| IN GOOD ACADEMIC STANDING (22AUG2022) | | | | | | | | | |
| WINTER 2022-2023 | | | | | | | | | |
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| ENGINEERING B.S.ENG. SOFTWARE ENGINEERING (CO-OP ENGINEERING) | | | | | | | | | |
| | CSC 225 | ALGORITHMS AND DATA STRUCTURES I | 1.5 | 53% D | 1 | 1.5 | | 73% | 196 |
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| | SENG 265 | SOFTWARE DEVELOPMENT METHODS | 1.5 | 70% B- | 4 | 1.5 | | 70% | 196 |

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| | CSC 230 | INTRODUCTION TO COMPUTER ARCHITECTURE | 1.5 | 63% C | 2 | 1.5 | | 76% | 127 |
| | ENGR 120 | DESIGN AND COMMUNICATION II | 2.5 | 88% A | 8 | 2.5 | | 87% | 173 |
| | ENGR 141 | ENGINEERING MECHANICS | 1.5 | 65% C+ | 3 | 1.5 | | 71% | 103 |
| | STAT 260 | INTRODUCTION TO PROBABILITY AND STATISTICS I | 1.5 | 65% C+ | 3 | 1.5 | | 79% | 138 |
| SESSIONAL GPA = 4.61 (08MAY2023) | | | | | | | | | |
| CREDIT IN 11.5 UNITS | | | | | | | | | |
| IN GOOD ACADEMIC STANDING (08MAY2023) | | | | | | | | | |
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| | CSC 226 | ALGORITHMS AND DATA STRUCTURES II | 1.5 | 65% C+ | 3 | 1.5 | | 82% | 107 |
| | PHIL 201 | CRITICAL THINKING | 1.5 | 70% B- | 4 | 1.5 | | 73% | 298 |
| | SENG 275 | SOFTWARE TESTING | 1.5 | 74% B | 5 | 1.5 | | 81% | 45 |
| | SENG 310 | HUMAN COMPUTER INTERACTION | 1.5 | 92% A+ | 9 | 1.5 | | 83% | 103 |
| SESSIONAL GPA = 5.25 (18AUG2023) | | | | | | | | | |
| CREDIT IN 6.0 UNITS | | | | | | | | | |
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| WINTER 2023-2024 | | | | | | | | | |
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| ENGINEERING B.S.ENG. | | | | | | | | | |
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| | ASTR 101 | EXPLORING THE NIGHT SKY | 1.5 | 68% C+ | 3 | 1.5 | | 67% | 23 |
| | CHEM 101 | FUNDAMENTALS OF CHEMISTRY FROM ATOMS TO MATERIALS | 1.5 | 49% F | 0 | 0.0 | | 70% | 316 |
| | CSC 370 | DATABASE SYSTEMS | 1.5 | 57% D | 1 | 1.5 | | 66% | 130 |
| | ECE 260 | CONTINUOUS-TIME SIGNALS AND SYSTEMS | 1.5 | 20% F | 0 | 0.0 | | 67% | 96 |

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| | CSC 305 | INTRODUCTION TO COMPUTER GRAPHICS | 1.5 | 90% A+ | 9 | 1.5 | | 82% | 108 |
| | CSC 320 | FOUNDATIONS OF COMPUTER SCIENCE | 1.5 | 33% N | 0 | 0.0 | | 72% | 170 |
| | ECE 363 | COMMUNICATION NETWORKS | 1.5 | 73% B | 5 | 1.5 | | 81% | 100 |
| | SENG 371 | SOFTWARE EVOLUTION | 1.5 | 84% A- | 7 | 1.5 | | 85% | 81 |

SESSIONAL GPA = 3.13 (06MAY2024)

CREDIT IN 7.5 UNITS

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CUMULATIVE GPA: 4.42

SUMMER 2024

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Ground Support System

github.com/UVicRocketry/Ground-Support

Jul 2023 – Jan 2024

Victoria, BC

- Collaborated with a team of 13 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, enhancing adaptability and usability across multiple platforms

SELECTED PERSONAL PROJECTS

Rubik's Cube (3D Simulation)

github.com/arfazhxss/OpenGL-projects

Feb 2023 – June 2023

Victoria, BC

- 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)

github.com/arfazhxss/Weather-Application

Apr 2023 – Nov 2023

Victoria, BC

- 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

RELEVANT EXPERIENCES

Software Team Lead

VikeLabs

Feb 2024 – Present

Victoria, BC

- Simultaneously working in 3 full-stack projects *courseup*, *coopme* and *study-sprints* facilitating collaboration with team leads through meetings and progress tracking across teams

Graphics Coordinator

Engineering Student's Society

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

Grocery Clerk

Save On Foods

Sept. 2021 – Aug 2023

Victoria, BC

- Oversaw store operations in a 10-to-12-member team while addressing 50 inquiries each shift, maintaining inventory through detailed stock records and rotations, helping in reducing stock shortages by 7%

HONORS AND AWARDS

- Recipient of University of Victoria's International Entrance Scholarship

2021 – 2022

UNOFFICIAL TRANSCRIPT OF STUDIES AT THE UNIVERSITY OF VICTORIA

FOR Arfaz Hossain (V00984826) AS OF 8 May 2024

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Course History at the University of Victoria

| SESSION | COURSE | DESCRIPTION | UNIT VALUE | GRADE | GRADE POINT | AWARDED UNITS | NOTE | COMPARATIVE MEAN | SIZE |
|---|--------|---|---------------|--------|----------------|------------------|------|---------------------|------|
| ACADEMIC RECORD FOR UNDERGRADUATE STUDIES EXCLUDING LAW PROGRAMS | | | | | | | | | |
| WINTER 2021-2022 | | | | | | | | | |
| First Term: Sep - Dec 2021 | | | | | | | | | |
| ENGINEERING B.ENG. (CO-OP ENGINEERING) | | | | | | | | | |
| ENGR | 110 | DESIGN AND COMMUNICATION I | 2.5 | 76% B | 5 | 2.5 | | 79% | 166 |
| ENGR | 130 | INTRODUCTION TO PROFESSIONAL PRACTICE | 0.5 | 79% B+ | 6 | 0.5 | | 87% | 204 |
| MATH | 100 | CALCULUS I | 1.5 | 72% B- | 4 | 1.5 | | 72% | 209 |
| MATH | 110 | MATRIX ALGEBRA FOR ENGINEERS | 1.5 | 75% B | 5 | 1.5 | | 69% | 135 |
| Second Term: Jan - Apr 2022 | | | | | | | | | |
| ENGINEERING B.ENG. (CO-OP ENGINEERING) | | | | | | | | | |
| CSC | 111 | FUNDAMENTALS OF PROGRAMMING WITH ENGINEERING APPLICATIONS | 1.5 | 78% B+ | 6 | 1.5 | | 61% | 117 |
| MATH | 101 | CALCULUS II | 1.5 | 66% C+ | 3 | 1.5 | | 73% | 180 |
| MATH | 122 | LOGIC AND FOUNDATIONS | 1.5 | 81% A- | 7 | 1.5 | | 73% | 75 |
| PHYS | 110 | INTRODUCTORY PHYSICS I | 1.5 | 75% B | 5 | 1.5 | | 57% | 129 |
| SESSIONAL GPA = 5.04 (05MAY2022) | | | | | | | | | |
| CREDIT IN 12.0 UNITS | | | | | | | | | |
| IN GOOD ACADEMIC STANDING (05MAY2022) | | | | | | | | | |
| SUMMER 2022 | | | | | | | | | |
| Summer Session: May - Aug 2022 | | | | | | | | | |
| ENGINEERING B.ENG. (CO-OP ENGINEERING) | | | | | | | | | |
| CSC | 115 | FUNDAMENTALS OF PROGRAMMING II | 1.5 | 76% B | 5 | 1.5 | | 74% | 91 |
| SESSIONAL GPA = 5.00 (17AUG2022) | | | | | | | | | |
| CREDIT IN 1.5 UNITS | | | | | | | | | |
| IN GOOD ACADEMIC STANDING (22AUG2022) | | | | | | | | | |
| WINTER 2022-2023 | | | | | | | | | |
| First Term: Sep - Dec 2022 | | | | | | | | | |
| ENGINEERING B.S.ENG. SOFTWARE ENGINEERING (CO-OP ENGINEERING) | | | | | | | | | |
| CSC | 225 | ALGORITHMS AND DATA STRUCTURES I | 1.5 | 53% D | 1 | 1.5 | | 73% | 196 |
| ECON | 180 | INTRODUCTION TO ECONOMICS AND FINANCIAL PROJECT EVALUATION | 1.5 | 90% A+ | 9 | 1.5 | | 81% | 150 |
| SENG | 265 | SOFTWARE DEVELOPMENT METHODS | 1.5 | 70% B- | 4 | 1.5 | | 70% | 196 |

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|--|----------|---|------------|--------|-------------|---------------|------|------------------|------|
| Second Term: Jan - Apr 2023 | | | | | | | | | |
| ENGINEERING B.S.ENG. | | | | | | | | | |
| SOFTWARE ENGINEERING (CO-OP ENGINEERING) | | | | | | | | | |
| | CSC 230 | INTRODUCTION TO COMPUTER ARCHITECTURE | 1.5 | 63% C | 2 | 1.5 | | 76% | 127 |
| | ENGR 120 | DESIGN AND COMMUNICATION II | 2.5 | 88% A | 8 | 2.5 | | 87% | 173 |
| | ENGR 141 | ENGINEERING MECHANICS | 1.5 | 65% C+ | 3 | 1.5 | | 71% | 103 |
| | STAT 260 | INTRODUCTION TO PROBABILITY AND STATISTICS I | 1.5 | 65% C+ | 3 | 1.5 | | 79% | 138 |
| SESSIONAL GPA = 4.61 (08MAY2023) | | | | | | | | | |
| CREDIT IN 11.5 UNITS | | | | | | | | | |
| IN GOOD ACADEMIC STANDING (08MAY2023) | | | | | | | | | |
| SUMMER 2023 | | | | | | | | | |
| Summer Session: May - Aug 2023 | | | | | | | | | |
| ENGINEERING B.S.ENG. | | | | | | | | | |
| SOFTWARE ENGINEERING (CO-OP ENGINEERING) | | | | | | | | | |
| | CSC 226 | ALGORITHMS AND DATA STRUCTURES II | 1.5 | 65% C+ | 3 | 1.5 | | 82% | 107 |
| | PHIL 201 | CRITICAL THINKING | 1.5 | 70% B- | 4 | 1.5 | | 73% | 298 |
| | SENG 275 | SOFTWARE TESTING | 1.5 | 74% B | 5 | 1.5 | | 81% | 45 |
| | SENG 310 | HUMAN COMPUTER INTERACTION | 1.5 | 92% A+ | 9 | 1.5 | | 83% | 103 |
| SESSIONAL GPA = 5.25 (18AUG2023) | | | | | | | | | |
| CREDIT IN 6.0 UNITS | | | | | | | | | |
| IN GOOD ACADEMIC STANDING (21AUG2023) | | | | | | | | | |
| WINTER 2023-2024 | | | | | | | | | |
| First Term: Sep - Dec 2023 | | | | | | | | | |
| ENGINEERING B.S.ENG. | | | | | | | | | |
| SOFTWARE ENGINEERING (CO-OP ENGINEERING) | | | | | | | | | |
| | ASTR 101 | EXPLORING THE NIGHT SKY | 1.5 | 68% C+ | 3 | 1.5 | | 67% | 23 |
| | CHEM 101 | FUNDAMENTALS OF CHEMISTRY FROM ATOMS TO MATERIALS | 1.5 | 49% F | 0 | 0.0 | | 70% | 316 |
| | CSC 370 | DATABASE SYSTEMS | 1.5 | 57% D | 1 | 1.5 | | 66% | 130 |
| | ECE 260 | CONTINUOUS-TIME SIGNALS AND SYSTEMS | 1.5 | 20% F | 0 | 0.0 | | 67% | 96 |

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|---|----------|--------------------------------------|---------------|--------|----------------|------------------|------|---------------------|------|
| Second Term: Jan - Apr 2024 | | | | | | | | | |
| ENGINEERING B.S.ENG. SOFTWARE ENGINEERING (CO-OP ENGINEERING) | | | | | | | | | |
| | CSC 305 | INTRODUCTION TO COMPUTER GRAPHICS | 1.5 | 90% A+ | 9 | 1.5 | | 82% | 108 |
| | CSC 320 | FOUNDATIONS OF COMPUTER SCIENCE | 1.5 | 33% N | 0 | 0.0 | | 72% | 170 |
| | ECE 363 | COMMUNICATION NETWORKS | 1.5 | 73% B | 5 | 1.5 | | 81% | 100 |
| | SENG 371 | SOFTWARE EVOLUTION | 1.5 | 84% A- | 7 | 1.5 | | 85% | 81 |

SESSIONAL GPA = 3.13 (06MAY2024)

CREDIT IN 7.5 UNITS

IN GOOD ACADEMIC STANDING (06MAY2024)

CUMULATIVE GPA: 4.42

SUMMER 2024

Summer Session: May - Aug 2024

ENGINEERING B.S.ENG.
SOFTWARE ENGINEERING
(CO-OP ENGINEERING)

| | | | |
|----------|--|-----|------------|
| CHEM 101 | FUNDAMENTALS OF CHEMISTRY FROM ATOMS TO MATERIALS | 1.5 | CONTINUING |
| CSC 320 | FOUNDATIONS OF COMPUTER SCIENCE | 1.5 | CONTINUING |
| ECE 260 | CONTINUOUS-TIME SIGNALS AND SYSTEMS | 1.5 | CONTINUING |

-----END OF TRANSCRIPT-----