Arfaz Hossain

Victoria, British Columbia

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

April 11, 2024

Dingo
Division: Human Resource
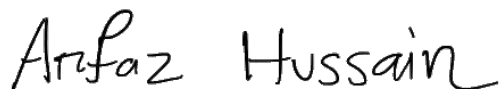Location: Victoria, British Columbia

Dear Hiring Manager:

I am excited to apply for the **Condition Intelligence (CI) - Co-op Placement** at **Dingo**. 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 interests in the field of Visual Computing and Artificial Intelligence and have been taking an active interest in the field through my coursework and side-projects. 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 development projects throughout my time.

Throughout my academic endeavors, I have had the chance to learn the basic concepts of object-oriental programming, software development, software testing and evolution, advanced 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. While working in teams at *UVic Rocketry*, I became familiar using ticketing tools, such as Jira and Kanban, which helped me gain insight into the importance of following Agile methodologies in a development environment. I strongly believe that I am adaptable and flexible when it comes to taking responsibilities and delivering results and am confident in my ability to quickly gain familiarity with new tools and techniques necessary to excel in this role.

I am currently available for a 4 or an 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 Dingo.

Most Sincerely,

Arfaz Hussain

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

Arfaz Hossain

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Education

Bachelor of Software Engineering (BSEng)   Sep 2021 – (exp.) Aug 2026
University of Victoria   *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
⊕ https://www.github.com/VikeLabs/Study-Sprints   *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   Jul 2023 – Jan 2024
⊕ https://www.github.com/UVicRocketry/Ground-Support   *Victoria, BC*

- 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
⊕ https://www.github.com/arfazhxss/next/tree/main/ecommerce-admin   *Victoria, BC*

- 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
⊕ https://www.github.com/arfazhxss/OpenGL-projects   *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)   Apr 2023 – Nov 2023
⊕ https://github.com/arfazhxss/Weather-Application   *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

Experience

Graphics Coordinator   Jan 2023 – Present
Engineering Student's Society (ESS)   *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

Letter of recommendation

Dear whom it may concern,

Arfaz Hussain stands out as an exceptionally gifted graphics renderer, showcasing a level of talent that is truly remarkable. His professionalism is unwavering, and he consistently follows through on his commitments. Arfaz is adept at setting achievable goals and accomplishing them with remarkable speed. His kindness and swift learning capacity make him an ideal fit for any team and organizational culture. I eagerly anticipate the evolution of his engineering skills, particularly in rendering pipeline, GLSL, and his foundational understanding of Vulkan, as of September 2023. I have every confidence that his true worth far exceeds any self-assessment he may provide. I eagerly look forward to the possibility of collaborating with him on future projects.

Best regards,

David Kim

Ex-CTO Dream eliXR

September 21st, 2023