

# Arfaz Hossain

Victoria, British Columbia

[www.github.com/arfazhxss](https://www.github.com/arfazhxss)  
[www.linkedin.com/in/arfazhussain](https://www.linkedin.com/in/arfazhussain)  
[arfazhxss.ca/resume.pdf](https://arfazhxss.ca/resume.pdf)

May 15, 2024

## Motorola Solutions Canada

Division: Human Resource

Location: Vancouver, British Columbia

Dear Hiring Manager:

I am excited to apply for the **Software Developer Co-op Placement** at **Motorola**. 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 an 8 or a 12-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 Motorola.

Most Sincerely,



**Arfaz Hossain** (He/Him)

Software Engineering Student,  
University of Victoria

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

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## EDUCATION

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Sept. 2021 – Present

Victoria, BC

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Victoria, BC

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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
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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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### Course History at the University of Victoria

SESSION	COURSE	DESCRIPTION	UNIT VALUE	GRADE	GRADE POINT	AWARDED UNITS	NOTE	COMPARATIVE MEAN	SIZE
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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### Course History at the University of Victoria

SESSION	COURSE	DESCRIPTION	UNIT VALUE	GRADE	GRADE POINT	AWARDED UNITS	NOTE	COMPARATIVE MEAN	SIZE
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-----