

February 26, 2024

## Huawei

Division: Huawei Technologies Canada - Markham

Location: Victoria, British Columbia

Dear Hiring Manager:

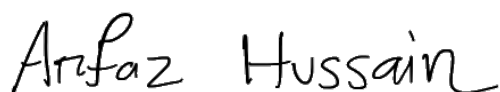
I am excited to apply for the **Distributed Database Placement** at Huawei. I am eager to learn and grow in the field of computer-software and I believe that this role will help me gain valuable work-experience related to my interests and help me acquire a practical understanding of the software development life cycle 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 UVic Engineering Students Society (ESS) and UVic Rocketry club (UVR) and have volunteered in multiple events, engaged in development projects throughout my time.

**As a third-year student studying software engineering, 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 Ground Support team as a front-end developer, where I have developed many front-end web-elements in TypeScript-React. I am familiar with writing queries and designing database schema in PostgreSQL as well as NoSQL Databases and have frequently used tools like MySQL and Mongoose in some of my projects. I am also familiar with testing tools such as Selenium, JUnit, Maven, Gradle, and have experience in writing unit and integration testing. Throughout my previous projects, I have utilized ticketing tools like Jira and Kanban. I have also learned the importance of documentation and code refactoring to ensure reproducibility in my code. Additionally, I have gained insight into the intricacies of following Agile Methodologies in a development environment. 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.

**I am currently available for 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 Huawei.

Most Sincerely,



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

# Arfaz Hossain

250-880-8402 | [arfazhussain@uvic.ca](mailto:arfazhussain@uvic.ca) | [linkedin.com/in/arfazhussain](https://www.linkedin.com/in/arfazhussain) | [github.com/arfazhxss](https://github.com/arfazhxss)  
[www.arfazhxss.ca](http://www.arfazhxss.ca)

## Education

### Bachelor of Software Engineering

University of Victoria

Expected Graduation: August 2026

Sep 2021 – Present

*Victoria, BC*

## Selected Projects

### Ground Support System

GitHub: UVicRocketry/Ground-Support

Jul 2023 – Present

*Victoria, BC*

- Collaborated with a team of 10-15 developers in developing a telemetry visualization and post-flight analysis tool for rockets through weekly sprint planning sessions
- Implemented 15+ Material-UI components using React-TypeScript following dynamic UI, enhancing adaptability and usability across diverse rocket configurations
- Incorporated design patterns including *Microservice Architecture* and *Entity-Based Design* using MongoDB, streamlining backend development and database interaction

### Rubik's Cube (3D Simulation)

GitHub: arfazhxss/OpenGL-projects

Feb 2023 – June 2023

*Victoria, BC*

- Developed a 3D simulation utilizing OpenGL libraries GLUT, GLFW, and GLM, incorporating advanced graphics rendering techniques through GLSL Shader Language for visualizations and 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: arfazhxss/Weather-Application

Apr 2023 – Nov 2023

*Victoria, BC*

- Developed an iOS application using Swift programming language with a strong emphasis 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 effortlessly access and navigate through accurate weather information for their current city.

## Experience

### Graphics Coordinator

Engineering Student's Society (ESS)

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
- Co-ordinated regularly with Vice-President Communications in conveying information about events and services to the engineering student body, maintaining websites, social media accounts and distributing posters on university campus

## Technical Skills

**Languages:** Java, Python, SQL (Postgres), JavaScript, TypeScript, HTML/CSS, R

**Frameworks:** NodeJS, ReactJS, JUnit, MongoDB, Express

**Databases:** MySQL, PostgreSQL, MongoDB

**Developer Tools:** Git, Docker, GitHub Actions

**Libraries:** React, Express, NumPy