Arfaz Hossain

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250 880 8402   arfazhxss.com/#portfolio

July 4, 2023

Ivana Ilic and Daniel Kwok
Manager, People Development
WorkSafeBC
Richmond, British Columbia

Dear Ivana Ilic and Daniel Kwok:

I am writing to apply for the Software Developer Co-op in the Human Resources (HR) division of WorkSafeBC. 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 web, mobile and graphical applications, and I am continually learning skills through my personal interests and hobby projects outside school. During my first year at University, 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 graphical interfaces for both mobile and web applications and have a strong interest in developing and maintaining game engines in the future. Most recently, I designed and developed an iOS weather app using Swift and Objective C and made a 3D model of a Rubik's Cube using OpenGL, an open-source Graphics API written in C and C++.

In terms of the specific requirements for this role, I have experience in working and building modern web technologies like HTML5, CSS3, JavaScript, and have built my own personal portfolio website relying upon JavaScript, jQuery and Bootstrap without using any frameworks. Currently I am focusing on working and developing projects using React and TypeScript and have been contributing to the Avionics team of UVic Rocketry in developing components using React-TypeScript, PostgreSQL and MongoDB. While working on AR/VR tools, I familiarized myself with C# and the Unity Game Engine. I am also familiar with test automation tools and frameworks such as Selenium IDE, Maven and Gradle, have experience writing unit tests in IntelliJ, familiarity with Agile Mythologies, CI/CD tools like Jira and Kanban. I have frequently used Git version control using bash scripts for my development processes across my devices.

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 WorkSafeBC.

Most Sincerely,

Arfaz Hussain

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

Arfaz Hossain

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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.

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 programming 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'.

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.

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

UNOFFICIAL TRANSCRIPT OF STUDIES AT THE UNIVERSITY OF VICTORIA

FOR Arfaz Hossain (V00984826) AS OF 28 Jun 2023

If you require additional information please consult the University of Victoria calendar
by copying and pasting the following link to your browser: http://uvic.ca/calendar/

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	INTRO 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	FUNDMNTL PRGRMNG:ENGR APS	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	FUNDAMENTAL PROGRAMING: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+DATA STUCT:I	1.5	53%	D	1	1.5		73%	196
ECON	180	INTRO: ECON & FIN PROJECT EVAL	1.5	90%	A+	9	1.5		81%	150
SENG	265	SOFTWARE DEVELOP METHODS	1.5	70%	B-	4	1.5		70%	198

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Second Term: Jan - Apr 2023											
ENGINEERING B.S.ENG.											
SOFTWARE ENGINEERING											
(CO-OP ENGINEERING)											
	CSC	230	COMPUTER ARCHITECTURE	1.5	63%	C	2	1.5		75%	129
	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	INTRO PROBABILITY+STAT: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)										
CUMULATIVE GPA: 4.84											
SUMMER 2023											
Summer Session: May - Aug 2023											
ENGINEERING B.S.ENG.											
SOFTWARE ENGINEERING											
(CO-OP ENGINEERING)											
	CSC	226	ALGORITHMS+DATA STRUCTURE II	1.5	CONTINUING						
	PHIL	201	CRITICAL THINKING	1.5	CONTINUING						
	SENG	275	SOFTWARE TESTING	1.5	CONTINUING						
	SENG	310	HUMAN COMPUTER INTERACT'N	1.5	CONTINUING						
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	REGISTERED						
	CSC	226	ALGORITHMS+DATA STRUCTURE II	1.5	REGISTERED						
	CSC	305	INTRO COMPUTER GRAPHICS	1.5	REGISTERED						
	CSC	370	DATABASE SYSTEMS	1.5	REGISTERED						
	ECE	260	CONTINUOUS-TIME SIGNALS+SYSTMS	1.5	REGISTERED						

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