

# Arfaz Hossain

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github.com/arfazhxss  
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August 18, 2023

**Barnacle Systems Inc**  
Victoria, British Columbia

Dear Hiring Manager:

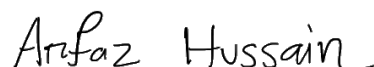
I am writing to apply for the IoT Systems & Mobile App Test Engineer Co-op at Barnacle Systems. As someone who is always eager to learn and grow in my field, I believe that this is an excellent opportunity to gain valuable experience and enhance my skills in software development and testing.

I have a fascination for developing web, desktop and mobile applications, and I am continually learning skills through my personal interests and hobby projects outside school. I have been involved in more than 10 software development projects, which ranges from developing an iOS weather application, graphical simulations and gaming projects in OpenGL, C++ and C#, to web development projects mostly in JavaScript, TypeScript, React and Redux. During my first year, I gained valuable experience in the food and beverage industry by working as a customer service representative and grocery clerk. I have also 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.

Currently I am a second-year student studying software engineering, where I have had the chance to learn the programming fundamentals, software development concepts, data structures and algorithms. I have a strong understanding in Object Oriented Programming (OOP) standards and have frequently used it in my personal gaming projects in C# and Unity. In addition to my academic pursuits and personal projects, I actively contribute to the UVic Rocketry Ground Support team as a front-end developer. In this role, I utilized Typescript and React to design and implement components, harnessing my software engineering skills to enhance the team's overall functionality. I am familiar with testing tools such as Selenium, JUnit, Maven, Gradle, and have experience in writing unit and integration testing. I am also very familiar with Agile Mythologies and have used ticketing and CI/CD tools like Jira and Kanban. 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.

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 open to relocation**. Thank you for considering my application. I look forward to the opportunity to further discuss my skills and experience with Barnacle Systems.

Most Sincerely,



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

# Arfaz Hossain

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Victoria, British Columbia | (250) 880 8402  
[arfazhussain@uvic.ca](mailto:arfazhussain@uvic.ca)

## EDUCATION

### University of Victoria

Bachelor of Engineering (B.E.) in Software Engineering

Sep 2021 – Present

## PERSONAL PROJECTS

### Web Development Projects

TypeScript, JavaScript, React, SQL, MongoDB, HTML/CSS

#### Ground Support System

Jan 2023 – Current

[github.com/UVicRocketry/Ground-Support](https://github.com/UVicRocketry/Ground-Support)

- Developing and designing components in TypeScript using React framework, MongoDB and SQL (postgres)

#### Portfolio Website ([www.arfazhxss.com](http://www.arfazhxss.com))

Sep 2022 – Mar 2023

[github.com/arfazhxss/portfolio-website](https://github.com/arfazhxss/portfolio-website)

- Utilized HTML, CSS, JavaScript, jQuery for design and development, deployed using netlify

### Mobile Development Projects

Swift (Programming Language)

#### Weather App

Mar 2023 – May 2023

[github.com/arfazhxss/weatherappvariants](https://github.com/arfazhxss/weatherappvariants)

- Developed an iOS application utilizing OpenWeather API for providing real-time location-based weather data

### Embedded, Graphics and Command Line Projects

Java, C, C++, OpenGL

#### Rubik's Cube (C++, OpenGL)

Feb 2023 – May 2023

[github.com/arfazhxss/opengl](https://github.com/arfazhxss/opengl)

- Developed a 3D simulation utilizing OpenGL libraries *GLUT*, *GLFW* and *GLM* for mathematical operations, contexts and *GLSL Shader Language* for graphics rendering, manipulation

#### Autonomous Robot (C, RobotC Library)

Jan 2023 – Mar 2023

[github.com/arfazhxss/robotc](https://github.com/arfazhxss/robotc)

- Tested motor, sensor and infrared receiver inputs and developed C scripts for accurate movement and effective signal tracking and automation

#### Tic Tac Toe (C++)

Oct 2022

[github.com/arfazhxss/miniprojects](https://github.com/arfazhxss/miniprojects)

- Implemented a command-line game featuring a 3×3 grid, two players (X and O), some conditional logic

#### T-Rex Game (Java)

Aug 2022 – Oct 2022

[github.com/arfazhxss/t-rex](https://github.com/arfazhxss/t-rex)

- Developed a 2D game utilizing object-oriented principles, *Java Swing* library for graphical user interface

## WORK AND VOLUNTEERING EXPERIENCE

### Software Engineer | 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)

## SKILLS

**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, MySQL

**Miscellaneous Tools:** Git, Linux (Fedora), IntelliJ, Android Studio, XCode

*Enclosed Letter*

Dear Hiring Manager:

I am pleased to provide the following references in support of my application. These individuals can speak to my skills, work ethic, and potential as an individual and as an aspiring software development engineer.

**Lehung Nguyen**

Former Software Developer, Samsung  
PhD Student, Department of Engineering and Computer Engineering,  
University of Victoria

Email: [lehung.nguyen27@gmail.com](mailto:lehung.nguyen27@gmail.com)

Phone: (236) 990 2709

*Lehung is my mentor and my current supervisor (TA) for my current Vex-Robotics engineering project for this semester at the University of Victoria (UVic). He provided valuable guidance and assistance with engineering design principles, as well as helping me understanding many key concepts and overcoming challenges.*

**Akbar Ali**

Software Development Engineer, Amazon Payment Platforms  
Former R&D Engineer, Ansys

Email: [mail2aliakber@gmail.com](mailto:mail2aliakber@gmail.com)

Phone: (250) 813 3070

*Akbar has been an invaluable mentor to me, providing guidance and support in all aspects of programming. He taught me the fundamentals of algorithms and data structures and has continued to assist me whenever I've faced any challenges. His continuous guidance and support have played a pivotal role in shaping my career trajectory.*

If you require any further information, please do not hesitate to contact me.

Most Sincerely,

*Arfaz Hussain*

Arfaz Hossain (He/Him/His)

# UNOFFICIAL TRANSCRIPT OF STUDIES AT THE UNIVERSITY OF VICTORIA

## FOR Arfaz Hossain (V00984826) AS OF 16 Aug 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	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%	128
	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)

CUMULATIVE GPA: 4.84

### 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%	300
	SENG 310	HUMAN COMPUTER INTERACTION	1.5	92% A+	9	1.5		83%	103
	SENG 275	SOFTWARE TESTING	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					
	CHEM 101	FUNDAMENTALS OF CHEMISTRY FROM ATOMS TO MATERIALS	1.5	REGISTERED					
	CSC 370	DATABASE SYSTEMS	1.5	REGISTERED					
	ECE 260	CONTINUOUS-TIME SIGNALS AND SYSTEMS	1.5	REGISTERED					

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