Arfaz Hossain

Victoria, British Columbia

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

April 18, 2024

Electronic Arts (EA)
Division: Electronic Arts Canada
Location: Greater Vancouver, British Columbia

Dear Hiring Manager:

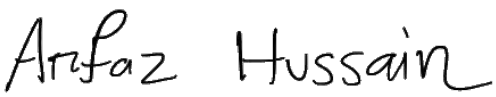
I am excited to apply for the **Software Engineer - Co-op Placement** at **EA**. I am a software engineering student at the University of Victoria in British Columbia. I am eager to learn and grow in the field of computer and software engineering and I believe that this role will help me gain valuable 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 endeavours, 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 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 EA.

Most Sincerely,



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

Arfaz Hossain

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www.arfazhxss.ca

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
Victoria, BC

https://www.github.com/VikeLabs/Study-Sprints

- 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
Victoria, BC

https://www.github.com/UVicRocketry/Ground-Support

- 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
Victoria, BC

https://www.github.com/arfazhxss/next/tree/main/ecommerce-admin

- 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
Victoria, BC

https://www.github.com/arfazhxss/OpenGL-projects

- 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
Victoria, BC

https://github.com/arfazhxss/Weather-Application

- 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

UNOFFICIAL TRANSCRIPT OF STUDIES AT THE UNIVERSITY OF VICTORIA

FOR Arfaz Hossain (V00984826) AS OF 7 Feb 2024

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	COMPARATIVE 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%	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%	299
	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)									
CUMULATIVE GPA: 4.92										
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	DEF	0	0.0		N/A	
	CHEM	101	FUNDAMENTALS OF CHEMISTRY FROM ATOMS TO MATERIALS	1.5	49% F	0	0.0		70%	315
	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		66%	98

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Second Term: Jan - Apr 2024										
ENGINEERING B.S.ENG.										
SOFTWARE ENGINEERING (CO-OP ENGINEERING)										
	CSC	305	INTRODUCTION TO COMPUTER GRAPHICS	1.5	CONTINUING					
	CSC	320	FOUNDATIONS OF COMPUTER SCIENCE	1.5	CONTINUING					
	ECE	363	COMMUNICATION NETWORKS	1.5	CONTINUING					
	SENG	371	SOFTWARE EVOLUTION	1.5	CONTINUING					

END OF TRANSCRIPT