

Arfaz Hossain

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July 21, 2023

BC Public Service

Division: Digital Office
Victoria, British Columbia

Dear Hiring Manager:

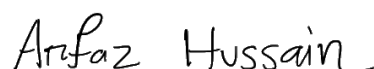
I am writing to apply for the Junior Full Stack Developer Co-op at BC Public Service. As someone who is always eager to learn and grow in my field, I believe that this is an excellent opportunity to gain valuable experience and enhance my skills in software development.

I have a fascination for developing graphical web, desktop and mobile applications, and I am continually learning skills through my personal interests and hobby projects outside school. In my GitHub portfolio, I have a collection of development projects ranging from an iOS weather application, 2D and 3D graphical applications in OpenGL, C++ and C#, to web development projects mostly in JavaScript and React. During my first year, 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 user interfaces and have a strong interest in developing and maintaining graphical applications in the future.

In terms of the specific requirements for this role, I have experience developing in modern programming languages such as C++, Java, Python and most recently built my portfolio website utilizing JavaScript, jQuery and Bootstrap without relying on any web frameworks. Currently I am focusing on working and developing projects using TypeScript and have been contributing to the Avionics team of UVic Rocketry in developing components using React-TypeScript, PostgreSQL and MongoDB. I am familiar with test automation tools and frameworks such as Selenium, Maven and Gradle, have experience in writing unit tests in IntelliJ. 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 relocation**. Thank you for considering my application. I look forward to the opportunity to further discuss my skills and experience with BC Public Service.

Most Sincerely,



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

Arfaz Hossain

linkedin.com/in/arfazhussain | github.com/arfazhxss
arfazhxss.com/#about

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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

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

Portfolio Website (www.arfazhxss.com)

Sep 2022 – Mar 2023

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

- ▶ 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

- ▶ 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

- ▶ 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

- ▶ 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

- ▶ 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