

Arfaz Hossain

Victoria, British Columbia

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

May 24, 2024

Archipelago Marine Research

Division: Human Resource

Location: Victoria, British Columbia

Dear Hiring Manager:

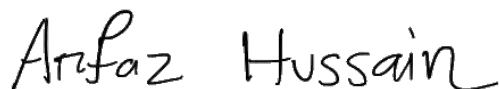
I am excited to apply for the **Junior Software Developer Co-op Placement** at **Archipelago Marine Research**. I am a software engineering student at the University of Victoria in British Columbia. I am eager to learn and grow in the field of computer and software engineering and I believe that this 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 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 software development projects throughout my time.

Throughout my academic endeavours, I have had the chance to learn the basic concepts of object-oriental programming, software architecture and development, testing and evolution, 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. I also have worked with projects following networking protocols and have experience working with debugging tools and version control systems like Git and Subversion. While working in teams at UVic Rocketry, I used ticketing tools, such as Jira and Kanban. I am planning to specialize in visual computing and data mining, involved in projects that are closely tied to my interests. I believe that my strength lies in my ability to work independently, collaborating, adapting to new environments, and gaining familiarity with new tools 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 Archipelago Marine Research.

Most Sincerely,



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

Arfaz Hossain

+1 (250) 880 8402 | arfazhussain@uvic.ca | linkedin.com/in/arfazhussain | github.com/arfazhxss

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EDUCATION

Bachelor of Software Engineering (BE)

University of Victoria

Sept. 2021 – Present

Victoria, BC

TECHNICAL SKILLS

Languages: Java, Python, TypeScript, JavaScript, Objective-C (Swift), C++, HTML/CSS, R

Frameworks and Libraries: Node, Next.js, React, Express, Material, Shadcn, Tailwind

Databases: MySQL, PostgreSQL, SQLite, MongoDB, Redis, DynamoDB, CloudSQL

Developer Tools: Visual Studio, IntelliJ, JUnit, Eclipse, Maven, Gradle, Git, Docker

SELECTED COLLABORATIVE PROJECTS

Study Sprints

github.com/VikeLabs/Study-Sprints

Feb 2024 – Present

Victoria, BC

- 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

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Rubik's Cube (3D Simulation)

github.com/arfazhxss/OpenGL-projects

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- 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.com/arfazhxss/Weather-Application

Apr 2023 – Nov 2023

Victoria, BC

- 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

RELEVANT EXPERIENCES

Software Team Lead

VikeLabs

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Graphics Coordinator

Engineering Student's Society

Jan 2023 – Present

Victoria, BC

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Grocery Clerk

Save On Foods

Sept. 2021 – Aug 2023

Victoria, BC

- Oversaw store operations in a 10-to-12-member team while addressing 50 inquiries each shift, maintaining inventory through detailed stock records and rotations, helping in reducing stock shortages by 7%

HONORS AND AWARDS

- Recipient of University of Victoria's International Entrance Scholarship

2021 – 2022

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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
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	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
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CREDIT IN 11.5 UNITS									
IN GOOD ACADEMIC STANDING (08MAY2023)									
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	SENG 275	SOFTWARE TESTING	1.5	74% B	5	1.5		81%	45
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SESSIONAL GPA = 3.13 (06MAY2024)

CREDIT IN 7.5 UNITS

IN GOOD ACADEMIC STANDING (06MAY2024)

CUMULATIVE GPA: 4.42

SUMMER 2024

Summer Session: May - Aug 2024

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CSC 320	FOUNDATIONS OF COMPUTER SCIENCE	1.5	CONTINUING
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