Arfaz Hossain
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May 14, 2023

StemCell Technologies Inc
Victoria, British Columbia

Dear Hiring Manager:

I am writing to apply for the Software Engineering Co-op at StemCell Technologies Inc. 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 deep fascination for the potential of technology to solve intricate problems, and I am continually refining my skills in developing efficient and dependable software solutions. Throughout my academic coursework, I have collaborated with multiple teams on diverse projects, gaining experience in different areas of software development. In addition to my academic projects, I have completed several personal projects, including developing mobile applications, building my personal web portfolio, and creating an obstacle-based game. These projects have given me the opportunity to work on my own, and I have developed strong problem-solving and debugging skills in the process.

In terms of the specific requirements outlined in the job posting, I am confident that my experience developing responsive portfolio websites with semantic HTML, CSS, and JavaScript aligns well with the requirements of the role at StemCell Technologies Inc. In addition to web development, mobile and desktop application development have always been a strong interest of mine, and I am constantly learning and developing my skillset. I am currently working on two separate projects using Swift for iOS and Kotlin for Android and I am expanding my skills in ReactJS, which I plan to implement in my portfolio website and future projects. Throughout my current coursework in software testing, I am expanding my knowledge of various testing methods and software security techniques, including exposure to agile software development methodologies.

Given my current work-term setup, I am available for either a 4 or 8-month co-op term and would be open to the possibility of participating in two consecutive terms. Thank you for considering my application. I look forward to the opportunity to further discuss how my skills and experience can contribute to your team.

Most Sincerely,

Arfaz Hussain

Arfaz Hossain

ARFAZ HOSSAIN

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KEY COMPETENCIES

Tools and Languages: C, C++, Java, Kotlin, Swift, HTML, CSS, Python, JavaScript, Git/Bash
Development and Design: Visual Studio, Code, Xcode, IntelliJ IDEA, Android Studio, Microsoft Office
Skill Development: Swift, Kotlin, Data Structures, Computational Algorithms

EDUCATION

University of Victoria
Bachelor of Engineering (B.E.) in Software Engineering   **Sep 2021 – Current**

> **Current and Past Coursework**: CSC 111-115 (Fundamentals of Programming), CSC 225-226 (Algorithms & Data Structures), SENG 265-275 (Software Development and Testing), CSC 230 (Computer Architecture), SENG 310 (Human Computer Interaction)

PERSONAL PROJECTS

Investment Calculator   **May 2023 – Current**
www.github.com/arfazhxss/DCFA

- ▸ Developing an iOS based mobile application using Swift to enable users perform Discount Cash Flow (DCF) analysis of an investment based on current interest rates and real-time market data
- ▸ Implementing DCF analysis for accurate valuation of investment based on projected cash flows and discount rates
- ▸ Utilizing UIKit libraries to implement responsive and engaging design elements
- ▸ Testing and debugging app functionality across iPad and iPhone, ensuring optimal performance and usability

Portfolio Website   **Sep 2022 – Current**
www.github.com/arfazhxss/portfolio-website, www.arfazhxss.com

- ▸ Developing a responsive portfolio website utilizing semantic HTML, CSS, Bootstrap, jQuery, and JavaScript with a focus on mobile-first approach, user experience, and accessibility
- ▸ Continuously expanding portfolio with new projects and skills gained throughout my ongoing engineering degree

IR Sensor Autonomous Robot   **Jan 2023 – Mar 2022**
www.github.com/arfazhxss/robotc

- ▸ Collaboratively built and developed an autonomous VEX Robot as part of the required coursework for *Engineering Design and Communication* (ENGR120)
- ▸ Actively tested precise motor, sensor, and infrared receiver inputs to ensure accurate movement and effective signal tracking within a controlled arena, using the C programming language

T-Rex   **Aug 2022 – Oct 2022**
www.github.com/arfazhxss/T-Rex

- ▸ Developed a Java-based version of the popular T-Rex game, utilizing Java Swing library for the user interface and object-oriented programming principles to ensure clean and efficient code
- ▸ Designed and implemented the game logic with challenging obstacles and progressive difficulty levels
- ▸ Implemented Java Stack library for optimizing game performance and ensuring cross-platform compatibility
- ▸ Utilized Git version control to manage code changes and track project progress, enabling efficient workflow and streamlined development processes

WORK AND VOLUNTEERING EXPERIENCE

Customer Service Desk, Grocery Clerk | Save-On-Foods   **Apr 2022 – Oct 2022**

- ▸ Worked in a team of up to 12 co-workers, adjusting activities to meet the daily needs of the store
- ▸ Managed the stocking and cleaning of shelves and answering an average of 50 customer inquiries per shift, with a 96% satisfaction rate
- ▸ Maintained accurate records of hundreds of restocked and transferred inventory items, ensuring the timely and efficient management of merchandise

Skills and Tools: ● **Point Of Sale (POS) System** ● **Cash Handling** ● **Inventory Stock, Management**

Rescue Volunteer | Bangladesh Animal Welfare Foundation   **Aug 2019 – May 2021**

- ▸ Advocated for responsible pet ownership through community outreach, creating a monthly average of 15-20 posters, brochures, flyers and using Adobe Creative Suit to educate and engage the community in improving the welfare of animal
- ▸ Worked with teams of 5-7 consisting of mostly volunteers and certified veterinarians from all around the city to help rescue an average of 10-15 street animals predominantly dogs into allocated animal shelters each month

Skills and Tools: ● **Team Collaboration** ● **Vetenary Treatment** ● **Adobe Illustrator** ● **Adobe Premier Pro**

UNOFFICIAL TRANSCRIPT OF STUDIES AT THE UNIVERSITY OF VICTORIA

FOR Arfaz Hossain (V00984826) AS OF 10 May 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%	196

Course History at the University of Victoria

SESSION	COURSE		DESCRIPTION	UNIT VALUE	GRADE		GRADE POINT	AWARDED UNITS	NOTE	COMPARATIVE MEAN	SIZE
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		73%	133
	ENGR	120	DESIGN AND COMMUNICATION II	2.5	88%	A	8	2.5		86%	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		78%	139
	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						

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