

Arfaz Hossain

Victoria, British Columbia

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

April 11, 2024

Deloitte

Division: Human Resource

Location: Vancouver, British Columbia

Dear Hiring Manager:

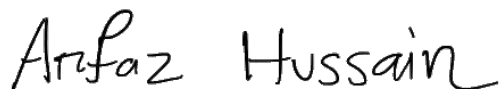
I am excited to apply for the **Audit & Assurance - Co-op Placement** at **Deloitte**. I am a software engineering student at the University of Victoria in British Columbia. I am eager to learn and grow in the field of computer and software engineering and I believe that this role will help me gain valuable 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 endeavors, 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 a 4 or 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 Deloitte.

Most Sincerely,



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

Arfaz Hossain

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

www.arfazhxss.ca

Education

Bachelor of Software Engineering (BSEng)

University of Victoria

Sep 2021 – (exp.) Aug 2026

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

Engineering Student's Society (ESS)

Jan 2023 – Present

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 | 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-----

Letter of recommendation

Dear whom it may concern,

Arfaz Hussain stands out as an exceptionally gifted graphics renderer, showcasing a level of talent that is truly remarkable. His professionalism is unwavering, and he consistently follows through on his commitments. Arfaz is adept at setting achievable goals and accomplishing them with remarkable speed. His kindness and swift learning capacity make him an ideal fit for any team and organizational culture. I eagerly anticipate the evolution of his engineering skills, particularly in rendering pipeline, GLSL, and his foundational understanding of Vulkan, as of September 2023. I have every confidence that his true worth far exceeds any self-assessment he may provide. I eagerly look forward to the possibility of collaborating with him on future projects.

Best regards,

[David Kim](#)

Ex-CTO Dream eliXR

September 21st, 2023