



# Usman Wajid

COMPUTER SCIENCE UNDERGRADUATE | ASPIRING SOFTWARE ENGINEER

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## SUMMARY

Motivated and detail-oriented Computer Science undergraduate at FAST-NUCES with strong fundamentals in object-oriented programming, data structures, databases, and digital systems. Experienced in developing C++ applications and full-stack projects with a passion for problem-solving and building efficient systems. Demonstrated success in competitive programming, technical workshops, and leadership roles. Seeking opportunities to contribute to dynamic development teams and further hone software engineering skills.

## EDUCATION

### Bachelor of Computer Science — 4th Semester (Ongoing)

FAST-NUCES (National University of Computer and Emerging Sciences)

## PROJECTS

### Virtual Wardrobe System (SQL, Node.js, React) (Ongoing)

- Full-stack project integrating SQL-based inventory and AI-powered outfit suggestions for users.

### Candy Crush (C++ with SFML)

- Developed a playable version of Candy Crush using the SFML library with object-oriented design principles.

### Space Shooter (C++ with STL)

- Created a 2D arcade-style shooting game implementing standard templates and logic-based enemy movement.

### Airport Management System (C++)

- Built a simulation system for airport operations including scheduling and booking functionality.

## ACHIEVEMENTS

- LeetCode:** Solved 50+ algorithmic problems.
- FCPC:** Achieved 6th Position in FAST Competitive Programming Contest.
- Softec 2024:** Appointed Deputy of Cinematography.
- GDSC FAST:** Attended 2 Technical Workshops under Google Developer Student Club.

## TECHNICAL SKILLS

- Languages:** C++, C, SQL
- Core Concepts:** OOP, DSA, Database Normalization, Query Optimization
- Tools & Tech:** Linux, Ubuntu CLI, Node.js, React.js
- Others:** Operating Systems, Digital Electronics, Boolean Logic, K-Maps