



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