Raveed Ullah Usmani

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EDUCATION

Information Technology University | **Lahore, Punjab**

B.S. in Computer Science | **CGPA:** 3.77/4.0   **September 2021 - Present**

TECHNICAL SKILLS

Languages: JavaScript, Python, Dart, C, C++, C#, HTML, CSS
Databases: MongoDB with GridFs
Developer Tools: Git, Linux, VSCode
Frameworks/**Platforms:** Unity, Flutter, Firebase

PROJECTS

Immerse&Chill | *Unity, Google VR, Netcode for GameObjects, Unity Relay, Vivox* | Semester Project   **April 2024**
- Developed a VR application in Unity that provides an immersive, cinema-like experience.
- Utilized 3D models and assets crafted to achieve realism and immersion.
- Implemented hosting and joining virtual rooms through Unity Relay.
- Enabled online player interaction and video synchronization using Netcode for GameObjects.
- Incorporated real-time voice chat using Vivox.
- Developed an HTTP server for hosting movies using Node.js and MongoDB with GridFS.

Food Street Rush | *Unity* | Game Jam Submission   **August 2023**
- Developed a hyper-casual tower defense game for rookie game jam 2023 organized by M-Labs.
- Designed the game cycle and mechanics, implemented intuitive UI and dynamic feedback for engaging user experience.

Connect | *Flutter, Firebase*| Semester Project   **June 2023**
- Developed a social media application as part of a group project for the database course.
- Implemented user profiles, home page, post uploading, reactions, comments, and stories functionality.
- Assisted in implementing in-app chat features.

EXPERIENCE

Teaching Assistant for Discrete Structures | **Information Technology University**   **August 2023 - Present**
- Assisted in creating quizzes, homework assignments, and exams.
- Conducted lectures to explain solutions for quizzes.
- Graded quizzes, assignments, class activities, and exams.
- Managed student scores and attendance records.
- Provided support to students, resolving issues through in-person sessions.

Game Development Intern | **M-Labs at Mindstorm Studios**   **June 2023 - August 2023**
- Focused on learning game design principles, UI, dynamic feedback techniques and engaging user experiences.
- Acquired proficiency in the Unity engine and gained hands-on experience in creating assets using tools like Blender.
- Participated in Rookie Game Jam 2023, gaining practical experience in game development.
- Successfully submitted a game that met the competition's criteria, showcasing acquired skills and creativity.