

Ali Maqsood

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PROFFESIONAL SUMMARY

First-year Computer Science student with hands-on experience in web development, C++ programming, and game design. Built multiple personal projects and participated in hackathons within one year. Skilled in HTML, CSS, JavaScript, Flask, SQL, and Raylib, with a strong interest in AI and software development.

EDUCATION

EXPECTED GRADUATION DATE: JUNE 2028

Bachelor of Computer Science (BSCS)

ITU | Information Technology University

CGPA: 3.44

TECHNOLOGIES AND LANGUAGES

- **Languages:** C++, JavaScript, HTML, CSS, Python
- **Frameworks:** Flask
- **Databases:** Oracle, MySQL
- **Tools:** Git, GitHub, Raylib, Visual Studio Code, Visual Studio

WORK AND EXPERIENCE

Independent Projects

[July 2024 – Present]

- Developed a range of self-initiated software projects to enhance technical skills in C++, web development, and AI.
- Built multiple games using Raylib (including a Metal Slug replica and Chess with AI using Minimax).
- Designed and deployed websites using HTML, CSS, JavaScript, Flask, and MySQL to manage login and contact information.
- Practiced database querying using Oracle SQL (SELECT statements).

MAJOR PROJECTS

- **Metal Slug Replica (Raylib + C++):** Created a side-scrolling action game inspired by Metal Slug. Used Raylib for graphics and animations, implementing collision detection, enemy AI, and responsive controls.
- **Chess with AI (Raylib + C++):** Developed a chess game with a Minimax-based AI opponent. Features include legal move generation, turn-based play, and win/draw detection.
- **Console-Based Text Editor (C++):** Designed a lightweight, terminal-based text editor with basic file operations and editing features, showcasing low-level system interaction.
- **Reversi Game with AI (C++):** Built a console version of Reversi (Othello) using AI decision-making to play against human players.
- **HugeIntegers Class Project (C++):** Implemented a custom class to perform operations on arbitrarily large integers using dynamic memory and operator overloading.
- **Tic-Tac-Toe (C++):** A simple tick-cross game featuring player vs. player and player vs. AI modes.
- **Digital Clock (JavaScript + HTML/CSS):** Built a real-time digital clock with dynamic updates and responsive layout.
- **Web Calculator (JavaScript + HTML/CSS):** Created a basic calculator with operations handling and user input validation.
- **Flask Contact Book (Python + Flask + MySQL):** Developed a login-secured web app for storing and managing contact information in a MySQL database.