

ATIKA HUSSAIN

PROGRAMMER / GAME DEVELOPER / DBA

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📍 Lahore, Pakistan

Computer Science major with a strong foundation in coding, game development, and database integration. Skilled in problem-solving, story boarding, and creative design, with experience building interactive projects that blend technical and artistic elements. Passionate about building creative projects and applications.

PROJECTS

GYM MANAGEMENT SYSTEM (2025): Developed a gym management system using MySQL node.js, react and tailwind css that streamlines key aspects of gym operations, including member registration, attendance tracking, payment management, and trainer scheduling. The system ensures efficient data handling, improves workflow, and provides a user-friendly interface for both staff and clients.

3D BALL BOUNCING GAME USING UNITY (2025): Designed and developed a creative multi-level 3D game in Unity using C#, featuring a bouncing ball navigating dynamic obstacles to reach a candy and trigger a timed platform. By using creativity and in level design and gameplay mechanics while learning core Unity and physics concepts.

FLAPPY BIRD GAME CLONE (2024): Designed and developed a simplified version of the popular Flappy Bird game using Assembly language to understand the fundamentals of low-level programming. This project replicates the core game mechanics—entirely at the hardware-near level.

CANDY CRUSH GAME CLONE (2023): Developed a console base Candy Crush-style game using C++ fundamentals and the SFML graphics library. Implemented core game mechanics including tile swapping and other functionalities with animations. This project demonstrates a strong grasp of game logic, graphical rendering, and event handling, resulting in a smooth and interactive gameplay experience.

ACHIEVEMENTS

WINNER QUERY MASTER COMPETITION:

Achieved 1st Place in the a national-level SQL event at SOFTEC 2025, focused on advanced challenges involving Procedural SQL, nested queries, optimization techniques, and complex joins. Demonstrated strong problem-solving skills and technical proficiency by efficiently solving intricate query sets under strict time constraints.

WORK EXPERIENCE

DEPUTY HEAD OF INTERIOR AND CREATIVE:

(2023-2024)

Showcased my artistic vision and creativity as the Deputy Head of Interior for the Voice Debating Society, where I led and contributed to the design and execution of event decor for major events like VOL and FDC IX, allowing me to express and refine my illustration and creative skills in a dynamic team environment.

HEAD of INTERIOR:

(2024-present)

I led the creative direction and supervised the complete decor planning and execution for FDC X. This role allowed me to showcase not only my artistic and illustration skills but also my leadership and team management abilities in delivering a visually impactful event.

MULTIMEDIA ACCOUNT HANDLER:

(2023-present)

I manage an art-focused platform where I share original illustrations, storyboards, and creative concepts that also reflects my background in Computer Science, showcasing projects and ideas that merge technical skills with artistic creativity, highlighting my ability to think visually and analytically across disciplines.

SKILLS SET

- C/C++/C#
- unity (2D)
- unity (3D)
- MS SQL
- JavaScript
- HTML
- CSS
- Data Structures
- Object-Oriented programming
- Data Base Administrator
- Story Boarding
- Concept Designer
- Multimedia content handler

SOFT SKILLS

- Creativity
- Problem Solving
- Leadership
- Storyboard Artist
- Team Work
- Adaptability
- Illustrator
- fluent in English, Urdu

EDUCATION

KIPS GIRLS COLLEGE (2021 - 2023)

- higher secondary studies
- fsc (I) 481/520

FAST-NUCES LHR (2023 - 2027)

- Bachelors in Computer Science
- second year