

# Ali Usman

Lahore, 54000 Pakistan  
+92 318 0414345  
ali.usman.awan.personal@gmail.com

## Links

GitHub

LinkedIn

## Skills

- C/C++
- Java
- SpringBoot
- Game Design
- Story Writing
- Flutter
- Python
- SQL
- Leadership
- Team work
- Intra and Inter Team Communication
- Public Speaking

Passionate and award-winning game designer and developer with a proven track record of designing and delivering numerous full-stack software solutions. Seeking to bring my creativity, technical expertise, and dedication to excellence to Rockstar Games, contributing to immersive and groundbreaking gaming experiences.

## Work History

### Junior Backend Developer

Planlab Solutions, Lahore, Pakistan May 2024 - August 2024  
Designed and implemented new server-side APIs in Express.js and Nust.js. Also sped up existing APIs by a factor of 200%.

### Back End Development Internship

Akhtar Fuiou Technologies, Lahore, Pakistan July 2023 - October 2023  
Created multiple applications' back end in Java SpringBoot and MySQL.

### Freelancing

Self Employed, Lahore, Pakistan January 2022 - Current  
Independently developed full-stack software for numerous clients.

## Education

PUCIT at Lahore, Pakistan  
**BS Honors in Computer Science** Expected in June 2025  
Studied Computer Science at Pakistan's best institute: Punjab University College for Information Technology.

- AI Powered Video Translator** - Final Year Project
- 3.3 GPA**
- Athletic Scholarship**, September 2021 from **PUCIT** for **Outstanding Performance in Chess**
- eSports Head, eSports Society, March 2022 to June 2025**
- 1.5%** Acceptance Rate

Government College University at Lahore, Pakistan  
**Intermediate in Computer Science** January 2021

- 4 GPA**

## Video Game Projects

### Cuberush

2019  
A simple Run game (like Temple Run) made in C# under Unity.  
[GitHub](#)  
[Itch](#)

## Activities

- Football
- Chess
- Story Writing
- Poetry
- ESports Head at FCIT eSports
- Game Design
- Game Analysis
- Pixel Art

## Languages

English

Urdu

### Spookers

*2019*

A simple Alien Invader game made in Python under PyGame.

[GitHub](#)

### Scarfy Run

*2019*

A Tech Demo for a 2D Platformer Scroller game made in C under Raylib.

[GitHub](#)

### Search Party

*2018*

A simple RPG game made under RPG Maker.

[Itch](#)

## Awards in Game Design

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### Runner-up Game Design, PUCon'24

*2024*

Secured second place in game design at PUCon'24.

### Out Of Thin Air, MindStorm

*2023*

Placed top 5 in OOTA organized by MindStorm.

## Ongoing Researches

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### MIS in P-time, P v. NP

Currently researching and developing a polynomial time solution to the MIS problem, thus working on P v. NP.