

Ali Usman

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Links

GitHub

LinkedIn

Website

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

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

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.