## Ali Usman

Email: ali.usman.awan.personal@gmail.com | Phone: +92 318 041 4345

LinkedIn | GitHub

Dear Rockstar Games Talent Acquisition Team,

I'm Ali, a programmer by education and game designer by passion, with a hunger for perfection that would make Smoke's "two number 9's, a number 9 large, a number 6 with extra dip, a number 7, two number 45's, one with cheese, and a large soda" look reminiscent of a kid's meal from Cluckin' Bell. The first game I ever played was none other than the ever-loved GTA Vice City. Even now, nearly twenty years after the fact, I can still feel my mind being blown as I drive a cab through the neon-soaked streets, envying Lance's white Infernus & committing Grand Theft Auto at every chance. At this point, I have played every single Rockstar game I could get my hands on, and though CJ and his rags-to-riches story will always be close to my heart, nothing could ever beat Arthur's loyal-to-a-fault personality (but don't worry! Dutch has a plan!).

It was Rockstar's games and community that taught me English! And it was Rockstar's mind-blowing games that pushed me to learn how to make games, which in turn pushed me to learn programming and pursue Computer Science at University. So, were it not for Rockstar, I wouldn't be where I am, who I am today! Many of my lifelong friends, I found them while talking about RDR2 and GTA! So, a sincere thank you, Rockstar.

I play a lot of games (some would say obsessively so). I first began gaming on a rickety old Pentium 3 PC, and look at me now, getting a PS5 solely to play GTA6. Over the years, I have played nearly all genres of games. Some of my notable achievements include gaining a top 20 spot in CS:GO AWP speedrun, placing second at my University's FIFA eSports event (first try at that too!), placing third at my University's Tekken eSports event (that surprised me since Pakistanis are fanatics over Tekken), placing second in the Game Design competition at PUCon'24, and placing top 5 at Out Of Thin Air Game Jam by MindStorm.

Apart from video games, I was a Footballer (Soccer athlete) playing for my local Division 1 club as a goalkeeper, and I was at one point a 2050 Elo Chess fanatic (which earned me a scholarship at my country's most prestigious University).

I would be happy to make games and make a living off of it, but working for Rockstar at any capacity would be a true dream come true! I am loyal to Rockstar like Arthur was loyal to Dutch; it is a part of who I am, it is my family. Even if I were unable to secure a position this time around, I won't give up on this dream of mine, I would "stand unshaken".