Husnain Arif Wahla

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Career Objective

To be a part of the challenging team which strives for the better growth of the organization and which explores my potential and provides me with the opportunity to enhance my talent with an intention to be an asset to the company. Where I can apply and enhance my knowledge and skills to serve the firm to the best of my efforts.

Technical Summary

Programming Languages: C, C++, C#, Java, HTML5, CSS3, JavaScript, jQuery, PHP

Operating Systems: Ubuntu, Windows

Frameworks/Software: AngularJS, Android Studio, Unity 3D, Maya LT

Education

- **Matric** from **APS, Ordnance Road, Rawalpindi.**
  Result: 940/1050
- **FSc** from **F.G. Sir Syed College for Boys, The Mall, Rawalpindi.**
  Result: 892/1100
- **BESE(Bachelors of Engineering, Software Engineering)** from SEECS(Schools of Electrical Engineering and Computer Science) – NUST(National University of Sciences and Tech) Graduating in 2017.
  CGPA: 3.13

Academic Projects

- C language: Contacts Management System
  - File handling was used to store, edit, delete and display contacts in alphabetical order. These contacts consisted of name, phone number and email address.
- Java: "War of the Worlds" Desktop Game

- o Inspired by Tom Cruise's movie "War of the Worlds", a 2D game was developed in which the player controls a UFO to destroy buildings on our planet. It was built using Java "Swing" and "AWT" APIs, and consisted of multiple menus and saved high scores.
- E-Voting System:
  - o Considering the moribund voting system of Pakistan, where after each and every election the losing side raises allegations of rigging on the winner, we strived to use the technology at our disposal to overcome this grave issue. We used SQLite to store all the data and Windows Presentation Foundation (WPF) to serve as the platform for building user interfaces. This project was among the best from our whole batch.
- Survivor Island Game:
  - o A 3D FPS (First Person Shooter) game was developed using Unity3D and Maya LT. Currently the game is developed for PCs, but I have planned to port it to android platform as well.
- Dynamic BMP Image Creating Server:
  - o This is my Computer Networks project. I had to develop a HTTP server in python and create dynamic images requested by the client through browser's address bar. Images and their headers were created from scratch using strings and arrays for RGB values for each pixel in the image. Threading was used to serve multiple clients in parallel and PLT (page load time) was optimized.
- Foosball Game:
  - o A 3D top-down foosball game was developed using Unity3D and Maya LT. It was uploaded to google play store.
  - o Link: https://play.google.com/store/apps/details?id=com.waleed.foosball

Experience

Internship

Duration: 1st July – 1st September 2014

I worked at TeReSol, Chaklala Scheme 3, Rawalpindi, where I built 3 android apps; Lovota (social networking app), NoteSquirrel (a password protected note taking app) and BlogReader (Tech blog reader app).

Freelancing

Duration: Aug 2015 – Present

Profile: https://www.freelancer.com/u/HusnainWahla.html

I develop part time software to solve real world problems. So far, I have developed 6 projects with a 100% completion rate and full client satisfaction.