

SAAD AHMAD USMANI

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TECHNICAL SKILLS

- **Computer:** Proficiency at Microsoft Office (Word, Excel, PowerPoint, Access), Figma, Photoshop
- **Coding:** Python, C, C++, C#, HTML/CSS, Swift, JS, Java, R, SQL

PROJECTS / EXPERIENCES

RIT University Machine Learning Competition – Dubai UAE

Arduino AI Boat Contest – Placed 2nd

Nov 2022

- Lead a team of 3 through an Arduino contest where we had to produce an autonomous boat that detects obstacles and alters its course. I oversaw creating and optimizing the C code for the boat to ensure the most optimal algorithm.

Murdoch University Annual Hackathon – Dubai, UAE

Jan 2023

- Presented and developed the user interface of an app and achieved 4th place.

Google Developer Student Club (GDSC) at Simon Fraser University - Burnaby, Canada

October 2023 - Present

- Active member of a club affiliated with Google that offers workshops, hackathons, speaker sessions, and hands-on coding sessions.

Research Assistant for SFU Sports Analytics Group – Burnaby Canada

January 2024 – April 2024

- Extensive literature review, collecting, categorizing and summarizing research journal articles involving trust and confidence.
- Was in charge of creating and deploying a new website for the Sports Analytics Group with a more modern interface and undertaking a transition of the site data from the old site.

Compass Hackathon – Abu Dhabi, UAE

June 2024

- Developed and presented an NFT marketplace of E-Sports collectibles attached to an E-Sports Fantasy League application, to enhance the Compass (gaming organization) ecosystem on behalf of Yalla Esports.
- Integrated Web3 Components, such as NFT minting using Cartesi framework

Unity Backend Developer at Horizon Expedition – Burnaby, BC, Canada

October 2024 – Present

- Developing the combat system mechanics, using C# scripting for Unity, for a multiplayer-online extraction shooter called Kingdom, that is a work in progress
- Leveraging my game-dev, and backend technologies experiences to deliver a synchronized combat system, to players in real-time.

Peer Tutor for SFU Introduction to Computer Systems Course – Burnaby, B.C.**February 2025 – April 2025**

- Tutored undergraduate Computer Science students in an Introduction to Computer Systems Course (SFU CMPT 295), aiding with key concepts of the course, including memory management, multi-level caches, RISC-V ISA, pipelining and control signals, computer architecture, among various others
- Used previous experience and knowledge through taking the course myself to aid tutees with any doubts brought forth, including the assignments, mentoring efficient ways to debug and optimize code.

Peer Tutor for SFU Data Structures and Algorithms Course – Burnaby, B.C.**February 2025 – April 2025**

- Tutored undergraduate Computer Science students in an Data Structures and Algorithms course (SFU CMPT 225), providing assistance with key concepts of the course, including various data structures, with methods for implementation, in addition to object-oriented programming, time and space efficiency analysis, experimental evaluation, amongst others.
- Used previous experience and knowledge through taking the course myself to aid tutees with any doubts brought forth, including the assignments, strengthening students' ability to expressively use code in C++ and tackle various projects.

OTHER TECHNICAL ACTIVITIES

iOS Development Workshops – Burnaby, Canada**October 2023 – Present**

- Learned iOS app development, with Swift, which was led by an Apple intern.

Middlesex University Robotics and Computing Workshop – Dubai, UAE**Feb 2023**

- Participated in various educational activities, held by the British Air Force, showcasing robotics technologies.

EDUCATION

Cambridge International School Dubai – Dubai, UAE**Sept 2019 - June 2023**

- A Level certification – High school graduation
- Achieved 3A* In Math, Computer Science and Chemistry, A in Physics

Simon Fraser University – Burnaby, BC, Canada**Sept 2023 - Present**

- Pursuing Bachelors in Computing Science, Minor in Statistics
- Cumulative GPA: 3.80