





Usman Wajid

COMPUTER SCIENCE UNDERGRADUATE | ASPIRING SOFTWARE ENGINEER

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SUMMARY

Computer Science undergraduate at FAST-NUCES (6th semester) with strong foundations in Data Structures & Algorithms, Computer Networks, Computer Organization (8086 Assembly), and Digital Image Processing. Experienced in C++ systems, competitive programming, and full-stack web development. Currently focused on Artificial Intelligence and building efficient, scalable software systems.

EDUCATION

Bachelor of Computer Science — 6th Semester (Ongoing)

FAST-NUCES (National University of Computer and Emerging Sciences)

PROJECTS

Virtual Wardrobe System (Node.js, React, SQL)

- Full-stack application with AI-based outfit recommendation logic.

8086 Assembly Racer Game (8086 Assembly)

- Low-level racing game using interrupts, memory addressing, and screen rendering.

DIP – Pseudo Coloring (Python / MATLAB)

- Applied intensity slicing and color mapping to enhance grayscale images.

Candy Crush Game (C++, SFML)

- Grid-based game implementing basic C++ principles and match-detection logic.

Space Shooter Game (C++, STL)

- Developed a 2D space shooter using C++ and STL with real-time enemy movement and collision detection.

ACHIEVEMENTS

- Solved 150+ algorithmic problems on LeetCode (Arrays, Graphs, Recursion, DP, Greedy).
- Secured 6th position in FAST Competitive Programming Contest (FCPC).
- Deputy, Cinematography Department – Softec 2025 (Leadership & team coordination).
- Attended Google Developer Student Club (GDSC) technical workshops.

TECHNICAL SKILLS

- **Programming Languages:** C++, C, Python, SQL, Java
- **Core Concepts:** DSA, Algorithms, OOP, Computer Networks, COAL (8086), Digital Image Processing
- **Tools:** Linux, Ubuntu CLI, Git, SFML
- **Web & Software:** Node.js, React.js, REST APIs
- **Additional:** AI (Foundations), Human-Computer Interaction (HCI), UI/UX Fundamentals