

Usama Waseem

Software Engineer

An ambitious and dedicated software engineer with a strong foundation in computer science concepts and programming languages. A highly motivated graduate of **FAST NUCES**, with a proven ability to quickly learn new technologies and adapt to changing requirements. Seeking an opportunity to apply my knowledge and contribute to innovative projects while continuing to grow in the IT industry.

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📁 portfolio-2024-usama-waseems-projects.vercel.app/

🐙 github.com/usamawaseem888

EDUCATION

BS Computer Science

FAST-NUCES Lahore

2018

Lahore

F.Sc. Pre-Engineering

Punjab Group of Colleges

2016 - 2018

Lahore

PERSONAL PROJECTS

Final Year Project (FYP): MentorMe

- Web based educational platform that revolutionizes learning at FAST University with advanced features: AI-driven query-video matching, 24/7 AI advisor, and virtual meeting scheduling leveraging technologies.
- *React.js, FASTAPI, Supabase, Langchain, Heroku, and Cloudflare.*

NewsApp (Khabar)

- Jetpack compose and Kotlin-powered news app with offline storage, personalized feeds, and quick access bookmarks.
- *Jetpack Compose, Kotlin, Retrofit API, Room Database, MVVM architecture*

PulseFit

- A gym website built with react to enhance user engagement, allowing users to select personalized workout plans, target specific muscle groups, and set fitness goals.
- React Js, Vite, Tailwind CSS.

Lane Guard System for Vehicles

- Lane detection system is implemented with the help of OpenCV library in Python. By employing the Canny edge detection and Hough transform algorithms, we accurately identified lane boundaries on roads, crucial for Advanced Driver-Assistance Systems (ADAS).
- *Python, OpenCv library, Canny edge detection algorithm, Hough transform algorithm.*

Ball Brawl Game

- Unity 3D game implemented using basic concepts of rigid body, box collider, Audio source, UI texting and Physics.
- *Unity 3D, Rigid Body, Box Collider, Audio Source, UI Text, Physics.*

T- Rex Game

- The knowledge areas implemented were **Assembly Language** and **Pipelining principles**.

Chess Game

- Basic **C++** and **Programming concepts** were implemented

SOFT SKILLS

Team Work

Time Management

Critical Thinking

Multitasking

Adaptability

Patience

TECHNICAL SKILLS

Programming languages

C++, C#, Python, Java, JavaScript, Html, CSS, Assembly 0x86, Kotlin, Jetpack Compose.

Tools

Visual Studio, Star UML, SQL Server Management Studio, Scratch, Oracle, Unity, Pycharm, Android Studio.

Web Scrapping

Beautiful-Soup, Scrappy.

CERTIFICATES

Python 101 for Data Science

Beginner-friendly programming course in Python, empowering to perform basic data analysis using Jupyter-based lab environment.

Data Analysis with Python

I proficiently utilize Pandas DataFrames, Numpy multi-dimensional arrays, and the SciPy library to effectively manipulate diverse datasets.

Jetpack Compose Crash course for Android with Kotlin

Crafted modern Android applications using Jetpack Compose with integrations including MVVM architecture, Coroutines, ViewModel, Splash Screen and Navigation.

INTERESTS

Football

Reading Articles

Online Gaming

PC Building

Music