

# Abdullah Sajid

Computer Engineering Student @ University of Waterloo, ON, Canada

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## Education

### University of Waterloo, ON, Canada

Honours Computer Engineering Co-op (Bachelor of Applied Sciences in Engineering) Sep 2023 – Present

### Aitchison College, Lahore, Pakistan

Cambridge IGCSE (2021), Cambridge GCE AS & A Level (2023) Sep 2010 – Jun 2023

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## Technical Skills

- **Programming Languages:** C/C++, C#, Python, OSL/GLSL, VHDL, RISC-V Assembly
  - **Tools & Software:** Blender, Unreal Engine 4/5, Unity, VSCode, Visual Studio, Spline
  - **Certifications:** Microsoft Azure AZ-900, Microsoft Azure AI-900, WHMIS 2015
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## Professional Experience

### Software Developer Intern

Techlogix Pvt. Limited, Lahore, Pakistan

Sep 2024 – Dec 2024

- Developed Web Applications using ASP.NET Core MVC for backend and Angular for the frontend.
- Utilized REST APIs, YARP API Gateways, and message brokers for inter-service communication.
- Managed codebase using Jira's BitBucket. Utilised Git tools to commit changes and merge branches.
- Researched .NET 9.0 features and how uplifting to the new framework can benefit the team for their client projects.

### Waterloo Experience (WE) Accelerate

University of Waterloo, ON, Canada (Remote)

Feb 2024 – Apr 2024

- Collaborated with a team of University of Waterloo students to propose "Adaptibuild," an AI tool using Azure AI to improve building accessibility via pattern recognition.
- Delivered a comprehensive AI pipeline to leverage existing building design documents and identify key components of "accessibility" through supervised learning methods.

### 3D Artist Intern

Game District, Lahore, Pakistan

Aug 2023

- Designed characters from scratch using Blender, and then manually re-topologized them for optimal edge flow during animation.
- Created animation rigs, used IK and animation drivers to create versatile rigs.
- Recreated renders using existing reference images to demonstrate adaptability of art style.

### Game Designer

The Gamestorm Studios, Lahore, Pakistan

Jul 2022 – Aug 2022

- Created a game environment using blender and optimized it for mobile platforms on Unity 3D.
  - Worked with high resolution assets. Reduced polygon counts and leveraged condensed UV maps along with ASTC texture compression to reduce draw calls and streamline performance and memory.
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## Honours & Awards

- **President's Scholarship (2023)** – University of Waterloo
  - **College Academic Blazer (2021)** – Aitchison College
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## Leadership Experience

### Head of Event – ACTECH

- Organized and led a team of 40+ students to host an online high school event.
- Managed a \$1,000 budget, designed promotional material, and custom 3D-printed trophies.
- Event featured activities and trivia related to Computer Science, Game Development, and Web Design, AI, and Gaming.