

# Abdullah Sajid

Computer Engineering Student

University of Waterloo, ON, Canada

✉ [a2sajid@uwaterloo.ca](mailto:a2sajid@uwaterloo.ca) | [abdullah.sajid@gmail.com](mailto:abdullah.sajid@gmail.com)

☎ (+1) 5194658613 | (+92) 305 5559828

[www.abdullahsajid.net](http://www.abdullahsajid.net) | <https://www.linkedin.com/in/abdullahsajid65536>

## Professional Summary

Honours Computer Engineering student at the University of Waterloo, Canada. Diverse skillsets in different aspects of the field of computing. Well versed with computer graphics, 3D modelling, game design, machine learning, and FPGA hardware.

## Education

### University of Waterloo, ON, Canada

Honours Computer Engineering Co-op (Bachelor of Applied Sciences in Engineering)

September 2023 - Present

### Aitchison College, Lahore - Pakistan

Cambridge IGCSE (2021)

Cambridge GCE AS & A Level (2023)

Sep 2010 - Jun 2023

## Professional Skills

- Animation
- 3D Modelling
- Graphic Design
- Programming
- Game Design
- Problem Solving
- Creativity
- Presentation
- Communication

## Tools & Software

- Blender
- Spline
- Unreal Engine 4/5
- Unity
- VScode
- Visual Studio

## Programming Languages

- C/C++
- C# and ASP.NET
- Python
- OSL/GLSL
- VHDL

## Certifications

- Workplace Hazardous Materials Information System WHMIS 2015
- Microsoft Azure AZ-900
- Microsoft Azure AI-900

## Work Experience

### Software Developer Intern | Techlogix Pvt. Limited, Lahore, Pakistan

September 2024 - December 2024

Worked with a backend software development team to develop solutions for clients using ASP.NET Core and implementing various microservices following the MVC pattern.

- Gained hands-on experience with C# and typescript programming by using the .NET Core 8.0 and Angular Framework for web application development.
- Used REST APIs, an API Gateway, and message brokers to allow cross-service communication between microservices and the front-end.
- Leveraged git repositories through Jira's BitBucket to create and manage a codebase for an assigned project.

- Researched and presented new upcoming features and their benefits in the upcoming .NET 9.0 release to assist the team's decision making in regards to uplifting their current project.

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### **Waterloo Experience (WE) Accelerate | University of Waterloo, ON, Canada (Remote)**

**February - April 2024**

Engaged with a team of fellow University of Waterloo students to create and pitch an AI solution using Azure technologies.

- Used Microsoft Azure AI resources to propose "Adaptibuild", a suggestion tool that helps architects improve accessibility in building design by using pattern recognition.
- Worked with other University of Waterloo students remotely to conduct research, draft a pipeline sequence for our model and deliver a 15-minute group presentation to collaborators from Avanade Inc.
- Demonstrated how computer vision can be used to analyse building blueprints to assign arbitrary score values that serve as reference markers for building designers.

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### **3D Artist | Game District, Lahore, Pakistan**

**August 2023**

Created character designs from scratch. Collaborated with senior artists to learn industry standard techniques such as re-topologizing models and creating animation rigs.

- Recreated a stylized room render using a reference to demonstrate understanding of the pipeline.
- Created 2 unique character concepts to animate a combat scene.
- Used rigging and animation drivers to create and then render a cinematic composed of 3 animation sequences.

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### **Designer | The Gamestorm Studios, Lahore, Pakistan**

**July - August 2022**

Worked with mobile game developers to create an environment for a level to be used in a game project. Optimized assets using mobile game conventions and created a cinematic opening sequence for the level to make it interactive for the user.

- Used 15+ unique assets and modelled variations to create a detailed prototype level.
- Exported a finished level to Unity, used texture baking, clustered UV maps and ASTC texture compression to reduce draw calls and Video RAM usage to optimize it for mobile devices.
- Used Unity's "Cinemachine" to create opening cinematics and dynamic object animations for an interactive environment and attention to detail.

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### **Honours & Awards**

**College Academic Blazer (2021)**

Aitchison College

**President's Scholarship (2023)**

University of Waterloo

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### **Leadership Experience - Head of Event ACTECH**

- Organized and led a team of 40+ students to host online high school event "ACTECH"
- Led the design team to create stunning cinematics and promotional material for the event.
- Led the finance team to regulate a budget of \$1,000 for the event setup.
- The event featured various activities and trivia questions related to AI, Computer Science, Game Development, Programming, and Web Design
- Commissioned Custom 3D-printed trophies for winning teams selected from 50+ participants