

IBRAHIM USMAN

VISION STATEMENT To design and develop intelligent, scalable software systems by combining full-stack development, networking concepts, and strong problem-solving skills. I aim to build real-world applications that are efficient, user-centric, and secure, while continuously evolving as a developer through hands-on experience, modern technologies, and challenging industry projects.

DEMOGRAPHIC INFORMATION

DATE OF BIRTH

March 28, 2006

PLACE OF BIRTH

Multan

GENDER

Male

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EDUCATION

BACHELORS IN COMPUTER SCIENCE

Air University, Multan (2024-Present)

FS.C PRE-ENGINEERING

Punjab College, Multan (2022-2024)

MATRIC (SCIENCE GROUP)

The Educators School, Multan (2022)

SKILLS

Programming Languages: React, C++, C#, Python, HTML/CSS, JavaScript, Assembly Language.

Web Development: Full-Stack Web Development

Databases: SQL, MongoDB

Software Engineering: Software Development Life Cycle, OOP, Data Structures

Networking & Security: Wireshark, Nmap, Cisco Packet Tracer, Kali Linux.

Tools & Platforms: Visual Studio, Windows.

Additional Skills: Prompt Engineering, Graphic Design, Event Management

PROJECTS

ROYENZA - Online Restaurant Reservation System

Role: Team Leader & Full Stack Developer

Developed a MERN stack web application for restaurant reservations with booking management, payment proof verification, parking reservations, and an admin dashboard.

Enterprise Banking Office Network

Role: Network Designer

Designed and simulated a secure multi-branch banking network using Cisco Packet Tracer, implementing VLANs, OSPF, DHCP, DNS, NAT & ACLs.

Vehicle Showroom Management System

Role: Developer

Developed an OOP-based C++ system using classes, inheritance, polymorphism, file handling, and MySQL to efficiently manage vehicles, customers, inventory, and sales.

Multan Green Initiative - Tree Plantation Tracker

Role: Frontend Developer & Campaign Manager

Developed a community-focused environmental awareness and tree plantation tracking platform to promote civic engagement and sustainable development.

Hangman Game (8086 Assembly Language)

Role: Logic & Assembly Developer

Developed a menu-driven Hangman game with random word generation, category selection, input validation, and win/lose logic using 8086 Assembly Language and EMU8086.

ACHIEVEMENTS

Academic Excellence:

Secured first position across the entire campus during Matriculation, ranked among the top students in my class at the

university with a CGPA of 3.88 and was selected on merit for the prestigious Prime Minister's Laptop Scheme in 2025.

Leadership & Event Contributions:

Received a Certificate of Appreciation at TechXhibit 2026 for serving as a Media Usher and contributing to the successful organization and media management of FYPs exhibition. Also received an ACM-W Celebration 2025 Ushers Certificate for active participation and event support.
