

USMAN SHAFIQ

Software Engineer Programmer Information Technology

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EDUCATION

Bachelor of Science in Computer Science Stony Brook University 2017 – 2022

PROFESSIONAL EXPERIENCE

Owner & Lead Software Engineer / Ruby-Core LLC

Ruby-Core.com / Nov 2018 – Present

- Coordinating a team of 6 programmers to create tools to improve VRChat such as RubyClient and RubyBot.
- Developing primarily in C#.NET in both frontend and backend operations along with MySQL and MongoDB.
- Serving around 65k users globally throughout the tools and services provided by the team.
- Evaluating and improving on received customer issues and feedback in a timely matter.

Lead Programmer & Lead IT Technician / Campus Residences IT

Stony Brook University / Aug 2018 – May 2022

- Maintained an in-house dashboard monitoring 100+ printers using ASP.NET, PostgreSQL, and VueJS.
- Led development of an in-house dashboard monitoring 200+ Scalas using ASP.NET, Python, and ReactJS.
- Increased efficiency of teams throughout campus concluding in decreased downtime of printers and Scalas.
- Assisted clients with the hardware, software, and network related issues and requests through a ticketing system.

Volunteer IT Technician / Radiology IT

Stony Brook Hospital / Nov 2014 – Sep 2016 / 300 Total Hours

- Installed and configured appropriate software and hardware according to clients' requested specifications.

PROJECTS

RubyClient / Ruby-Core LLC / Nov 2018 – Present

- Developing a utility paid mod service for the unity game VRChat in C#.NET selling over 2,600 licenses.

RubyBot / Ruby-Core LLC / Jun 2019 – Present

- Building a Discord bot in to interact with the VRChat Web API using C#.NET using the DSharpPlus framework.
- Deployed in 300+ servers (totaling around 63k members) and currently processing about 200+ requests a day.

MelonLoader & VRChat Web API / Independent Project / Dec 2019 – Present

- Maintaining the Cloudflare end of the API to ensure that it's resilient to attacks and performant across the globe.
- Serving over 8.8 million requests with about 1.8 million unique visitors per month.

Giants Districting / Stony Brook University CSE 416 / Mar 2021 – May 2021

- Programmed an effective districting app with a team of 4 capable of storing large amounts of randomly generated districting plans and comparing and filtering plans using an objective function.
- Created using Java (Spring Server), Python (Flask Server), and MySQL.

Shifting Shadows / Stony Brook University CSE 381 / Feb 2021 – Feb 2021

- Built a 3D C# Unity game where players align malformed shapes to make shadows in a recognizable shape.

TECHNICAL SKILLS

C#.NET, Python, Java, C, MySQL, MongoDB, JavaScript, Unity Game Engine, RISC-V, HTML/CSS