Usama Bin Basharat

+92 324 6470633 | usamabasharat707@gmail.com | Usama Bin Basharat | Linkedin| Usama Basharat | Github | Portfolio | Usama Bin Basharat

EDUCATION: BS SOFTWARE ENGINEERING Gift University Gujranwala - 3.33   (10/2018 - 12/2022)

WORK EXPERIENCE

Organization [CodeFlowSolutions]   (01/2024 – Present)
Role: [Design & Development Team Lead & Project Manager]

- Led the design and development team in delivering Wix Studio websites that aligned with client brand guidelines and best practices in UI/UX.
- Managed end-to-end project lifecycles, conducting QA testing to ensure flawless functionality, responsiveness, and performance before delivery.
- Served as the primary client liaison, translating requirements into actionable plans and fostering a collaborative team environment.

Organization [Knowledge Streams]   (06/2023 – 09/2023)
Role [Python/Django- Web Development Trainee]

- The program is an immersive boot camp simulating a software company environment. It provides comprehensive instruction in Python Django Development and covers the complete project life cycle, including initiation, planning, execution, testing, closure, and deployment.
- Participants gain hands-on experience in various project management approaches, becoming familiar with daily meetings and actively using tools like Jira and Slack.
- The curriculum enhances both technical and soft skills for success in a corporate setting.

Organization [Phoenix Enterprises]   (05/2023 – 06/2023)
Role [Business Development Intern]

- Initiate contact with prospective clients through various channels, such as emails, calls, and social media, to introduce our company and its offerings.

PROJECTS   View All Projects

Project: BiznusSoft.com **–** Web Developer & Designer   (09/2025 – 10/2025)

- Redesigned and developed BiznusSoft's website in Wix Studio with dynamic CMS, mega menus, and multi-module pages for ERP, CRM, HR, and Field Service — featuring new AI-powered HR and Field Service solutions.

Project: Parasolperformance.com – Web developer & Designer   (04/2025 – 06/2025)

- Built **ParsolPerformance** from the ground up using Wix Studio and Velo (JavaScript) - including frontend design, backend logic, database collections, and API integration — enabling a fully dynamic, serverless platform for personalized nursery design guides.

Project: Xplanned.com – Web developer & Designer   (12/2024 – 04/2025)

- Built **Xplanned.com** from the ground up using Wix Studio and Velo (JavaScript) - including frontend design, backend logic, database collections, and API integration — enabling a fully dynamic, serverless platform for personalized nursery design guides.

Project: My-Startup.co.uk – Web developer & Designer   (02/2024 – 05/2025)

- Developed **my-startup.co.uk**, a responsive coupon code platform, using Wix Studio and Velo (JavaScript) — implemented dynamic coupon database, backend code validation, search filtering, and SEO optimization for high user engagement.

Project: [Green Marketing Intelligence](#) – Web developer & Designer (06/2024 – 08/2024)
- Worked on the Green Marketing Intelligence website for a global research company focused on the cannabis market, helping clients unlock valuable insights for growth and competition.
- Designed and developed the entire website using Figma, Wix Studio, and Velo to ensure a seamless and functional user experience.

Project: [Knowledge Gate](#) – Web developer & Designer (06/2023 – 12/2023)
- Developed an online learning platform using Django, where students can access educational content organized by classes, subjects, topics, and topics detail using text and images.
- Sole developer responsible for the entire project, including requirement analysis, front-end development, back-end programming, and deployment using Technologies Django, Python, HTML, CSS, Bootstrap, SQLite (Database)

Project: Learning and Shooting Game (FYP) – Game designer & developer (01/2022 - 10/2022)
- Collaborate with the team to analyse project requirements, ensure alignment with goals, Translate requirements into actionable tasks, contribute to game design and functionality, and Create and maintain comprehensive project documentation for future reference.
- Develop 3D assets using Blender and Unity, enriching game aesthetics. Also using C# Programming Language.
- Collaborate across teams to ensure a cohesive and engaging game experience.

Project: Clothing Brand E-commerce Store (08/2021 - 12/2021)
- E-commerce store for clothing brands for the course of WEB ENGINEERING. Design the complete user interface, Frontend & Backend Using HTML & CSS, MySQL, and PHP.

Project: Parkinson's Disease Detection Machine Learning. (07/2022 - 10/2022)
- Detecting the Disease of a Person Using Machine Learning Project. Implementation using KNN. Language (Python). With Efficiency of 73.8%. Using 60% for training & 40% for testing data.

Skills & Technologies worked on:

Programming Languages: Python, C#, Java	**Database:** SQL, MYSQL, SQLite
Frameworks: Django	**Developer Tools:** Git, Jira, Trello
Design Tools: Wix, Wix Studio, Figma, Blender, and Unity.	

Extra competencies:
Software Testing, Business Analysis, Adept Microsoft Office, OOAD, 3D Assets, Software Testing, Project Management, Requirement Engineering, UI & UX, Template design, Cold Calling, Zapier.

TRAINING & CERTIFICATIONS:
Google – [Foundation of Project Management](#) – (09/2025)
IBM- [Enterprise Design Thinking Practitioner](#) – (02/2025)
IELTS - International English Language Testing System (02/2023 - Present) 6.0 B2
HTML, CSS Online Certificate from PIRPLE.com (08/2019 - 09/2019)
Funding from IGNITE- National Technology Funds (12/2022 - 12/2022) for my Final Year Project in Gaming. **Jira Project Management** from Great Learning (08/2023)