Sudais Khan

github.com/skaps664
msudaisk664@gmail.com
+92-3495301014

EDUCATION

- **National University of Computer and Emerging Sciences** — Peshawar, Pakistan
  Bachelor of Science in Computer Science; — *Aug. 2021 – May. 2025*
  - **Activities**: GDSC, MLSA, IEEE-NUCES, & AWS CLOUD CLUB

- **Concordia College** — Peshawar, Pakistan
  Pre-Engineering — *Aug. 2019 – May. 2021*
  - **Honors**: Fully Funded Scholarship

EXPERIENCE

- **Mindstorm Studios** — Lahore, PK (Remote)
  Game Programmer Fellowship — *Jun 2022 - Aug 2022*
  - : Implemented challenging physics algorithms for character movement, including jumping and walking mechanics, and using Blender 3D software for modelling and art work. Contributed to a Top 10 finish in a nation wide game jam hosted by them, learning the core mechanics and design principles using UNITY 3D

PROJECTS

- **Emotion Detection using CNN's**: Emotion Detection system using python by utilizing libraries like pandas, numpy and keras. Built a neural network that can predict a mood somewhat effectively and applying the concepts of Deep Learning

- **RATE-IT Academic Rating System**: A rating system for colleges, professors and dorms.Where one can register, rate and review any academically inclined service. Made using core concepts of OOP, written in C++ and Qt with basic file I/O.

- **Endless Runner Game & Ping Pong Game**: Infinite Runner and ping pong game made using Unity 3D and C# as scripting language having core functionality of jumping, enemy collision and game re spawning and restarting and moderate use of textures, lighting and ui elements   check at: skaps.itch.io

- **Pinterest App Backend Clone**: Developed a comprehensive clone of Pinterest with a primary focus on backend functionality, utilizing Node.js with Express.js framework. Crafted multiple endpoints for optimal API functionality, enabling seamless user interaction using EJS. Employed MongoDB for efficient user data storage, registration, basic authentication, and post creation, ensuring smooth user experience and effective content management.

- **URL Shortener WebApp**: Engineered a dynamic URL shortener web application leveraging Node.js, incorporating EJS for frontend rendering and HTML/CSS for user interface design. Integrated various APIs to enhance functionality and user experience. Utilized MongoDB for efficient data management, coupled with npm packages such as nanoID for generating unique identifiers.

- **Front-End Practice**: Crafted a sleek and intuitive user interface utilizing HTML, CSS, and JavaScript, employing core concepts including Flexbox for layout structuring, and meticulous use of margins and padding for optimal spacing and alignment. The result is an engaging and user-friendly interface that enhances the overall user experience. github.com/Skaps664/progressing-frontend

- **Typescript Migration**: Made a todo-list app utilizing MongoDB and basic html css to help migrate from JavaScript to typescript

- **NodeJS Server**: Made a user-interactive server in NodeJS using CLI that can be used for note-taking and book summarizing, using locally deployed LLM (Large Language Model) and localhosted authentication for security.

Programming Skills

- **Languages**: C, C++, Typescript, JavaScript, bash, rust, C#, Assembly & Python.
- **Technologies**: Pandas, NumPy, Node, Express, React, Next, Firebase, MongoDB, OpenMP, Prosmox, Linux, Docker

Technical Skills

- **Git and GitHub:** : Proficient in using Git for version control and source code management
- **Linux:** : Regularly using Linux and exploring different distros simultaneously while using Fedora for daily use
- **Prosmox:** : have knowledge of Clustering, server deployment and container orchestration on local home server
- **Devops tools:** : Knowledge of using Docker for containerization and learning new devops tools like Ansible and CI through GitHub

Designing Skills

- **Adobe Suit:** : Advance level user of adobe suits specifically illustrator, photoShop, premier pro and after effects
- **Game Asset tools:**: knowledge of software as Unity3D, unreal Engine, Blender and Godot for making small fun games for personal hobby
- **www.behance.net/sudaiskhan**: