Nahyan Khan

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Profile

An enthusiastic and motivated university graduate, passionate about the games industry and eager for an opportunity to contribute. Experienced in coding games in C# with MonoGame, and comfortable working both alone and as part of a team.

Skills

- C# Programming, knowledge of .NET, WPF, etc.
- Experience designing and programming games in XNA/MonoGame
- SQL Programming in MySQL and SQLite, database design knowledge
- OOP experience in C# and Java
- CI/CD practice, Agile (Kanban) experience, Version Control (Git) experience
- Teamwork skills and an ability to take initiative

Work Experience

Middlesex University, London   August 2024

First Line Support

A people-facing role, where I assisted clients with technical issues, either to resolve them or escalate to the relevant teams where appropriate. It was a fast paced environment in which to demonstrate a professional and approachable demeanor both in person, via email and over the telephone.

Project Pixel, Sheffield   October 2023 to June 2024

Music & SFX Team

Project Pixel is a game company led by students at the University of Sheffield. I would be allocated sound effects and music to make based on descriptions given by the game design team, and would coordinate this work with the rest of the team.

Projects

Poker Made Easy - A Level Project Report ⬈   September 2021 - May 2022

For my Computer Science A Level Project, I developed a tutorial to teach players how to play Texas Hold'em Poker. The program was developed in C#, using the MonoGame/XNA framework. Here I practiced OOP, software design and the iterative development lifecycle. As well as this, I also wrote a report (attached), detailing the design, iterative processes and results. The project was successful, earning an A*.

Dissertation Project: Development of Adaptive Music in Games ⬈   September 2024 - May 2025

A system that allows a game developer to work with composers to create a soundtrack that can be made to be adaptable within the dynamic of the game.

- Built in C#, using WPF for the GUI.
- Packaged with a software library for XNA/MonoGame, and technical documentation included in the attached report.

Education

Bachelor of Engineering: Software Engineering (Computer Science)   September 2022 to August 2025
The University of Sheffield