BEHRAM KHAN

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EDUCATION

BSc in Computer Science, 2020 – 2024   **2020 - 2024**
University of Engineering and Technology, Peshawar
- Final Year Project: **Rangers Journey**, an educational game.
- Relevant Coursework: Data Science, Machine Learning, Game Development, Automata, Blockchain.

AWARDS AND HONORS

2nd position holder in BSc Computer Science   **2024**
- Ranked 2nd in the department based on academic performance

Merit-Based Scholarship   **2020 - 2024**
- Yearly awarded for highest academic achievement. Received for 4 consecutive years

ETEA Topper (Non-Engineering)   **2020**
- Highest marks in University Entrance Exam

EXTRACURRICULARS & SPORTS

HR Computer Cell Society - UET Computer Science Department   **2022 - 2024**
- Mediated student issues, organized events and supervised members selection

Futsal Coach – Interdepartmental Winners   **2024**
- Organized batch team and developed strategies for matches

Interdepartmental Chess Match participant   **2023-2024**
- Won first round both years

Futsal Captain – UET Sports Expo   **2022**
- Arranged team and reached semi-finals

Football Captain – APS InterSchool Futsal Competition   **2019**
- First time third position in InterSchool Futsal

VOLUNTEERING

Taught 8-hours Game Dev sessions on weekends (1 month)   **2025**
- Live-coding of 5 projects in Unity

Hosted and Organized Orientation Day, Farewell Night & Departmental Events   **2022-2024**

Gave speech at Annual Department Night   **2021**
- Delivered a humorous yet emotional speech reflecting on student life.

Aftar, charity and blood donation drives   **2022 - Present**
- Led student participation in blood and charity drives.

SELF PROJECTS

Checkup App (On-going)   **2025-Present**
- Developing self-checkup and accountability app that detects personal addiction patterns and daily routines to send smart alerts and help users stay focused, productive, and in control of their habits.

Rougelike AI Game (Part of coding challenge against students)   **2025**
- A top-down shooter game with custom AI behavior for enemies in Java

WiFi Disconnector Tool (Prototype)   **2024**
- A utility that monitors network traffic and disconnects WiFi if VPN usage is detected.

WORK EXPERIENCE

Visiting Lecturer – CSIT Department, UET Peshawar   **Jan 2025 - Present**
- Taught Programming Fundamentals and OOP to 200+ undergraduates
- Used visual methods, live coding projects (roguelike game), and AI tools for conceptual clarity
- Designed custom curriculum with focus on real-world problem solving

Game Developer – Aptech Media   **Feb 2025 – July 2025**
- Developed deterministic bike racing AI with realistic racing behavior
- Created a character animation app with dynamic facial expressions, animation and real-time lipsync.
- Built and optimized endless runner game using object pooling and obstacle generation.

Backend Developer (Remote) – MkProHub, Congo   **Sept 2024 – Dec 2024**
- Developed healthcare web platform (.NET, MySQL)
- Integrated mobile payment APIs (Pawapay)
- Used Hangfire for background job execution

Lead Game Developer – EncoderByte (Poha Elab Project)   **2023 - 2024**
- Led development of modular science simulations (physics, chemistry, biology)
- Built reusable systems for interactive education
- Deployed on WebGL and Android

LANGUAGES

- English (proficient reading, writing, speaking)
- Urdu (conversational competency; limited reading and writing skills)
- Pashto (conversational competency)