

# Subhan Saadat Khan

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## OBJECTIVE

Results-oriented Software Engineer with extensive experience in national and regional tech environments. Demonstrated expertise in full-cycle software development, adhering to coding standards and best practices, and leading successful projects. Skilled in conducting high-impact code reviews and managing stakeholder requirements. Equipped with a solid foundation in algorithms, data structures, and software design principles. Eager to collaborate with experts, contribute effectively, and gain valuable insights.

## EDUCATION

### Monash University

Feb 2021 – Oct 2023

Bachelors of Computer Science

- Cumulative GPA: 3.21/4.00
- Recipient of Monash High Achiever Scholarship

## SKILLS

### Programming Languages/Software:

Proficiency: Advanced

- Java, JavaScript, Python, C, CSS, HTML, React, Node.js, Asp.Net, SQL
- VS code, Docker, Git, Android Studio, Jupyter, ERPNext

### Communications:

Competency: Advanced

- English, Urdu

## EXPERIENCE

### ParaLogic | Python Web Developer

Jan 2024 – Present

ParaLogic specializes in web-based software solutions, including Web Development, Creative Design, ERP Development, and Implementation.

- Developed textile filter production software within the ERPNext framework

### Tong Hin | Software Development Intern

Nov 2022 – Feb 2023

Tong Hin is an authorized local hardware distributor that specializes in distributing, wholesaling, and servicing power tools, hardware, and machinery.

- Developed a robust RESTful API using ASP.NET Core for Retail Orders, allowing interaction between UI and database according to the company set protocols
- Designed a Prism Framework user interface to display Movement History of an item with filtered search, enhancing productivity and minimizing data errors by 20%

### UReview | Full-Stack Developer

Jun 2021 – Jul 2022

UReview is a school-funded project which provides a platform for students to give a feedback regarding unit/lecturer.

- Managed the front-end and database systems of a Django web application
- Reduced query response time by 30% by implementing efficient indexing and query optimization

## PROJECTS

### Frogger Arcade Game | Individual

Aug 2022 – Sept 2022

- Programmed an engaging web-based single-player game using TypeScript, while implementing Functional Reactive Programming (FRP) techniques
- Implemented RxJS Observable streams to manage animations and user interactions

### Movie Library | Individual

Feb 2022 – Apr 2022

- Developed a Movie Library mobile application using Java on Android Studio
- Used RecyclerViews and ListView for displaying Movies and setup local database