

# Sultan Ahmad

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I am a passionate software engineer that is committed to using my abilities to support unique and innovative projects. My aim is to take on interesting projects, provide results, and continue developing as a flexible and efficient developer.

## Education

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**FAST NATIONAL UNIVERSITY OF COMPUTER AND EMERGING SCIENCES**  
Bachelor of Science, Computer Science

**Lahore, Pakistan**  
(Sep 2021 – June 2025)

## Technical Skills

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**Programming Languages :** C++, C, C#, JavaScript, SQL, Python, Assembly x86  
**Other :** Unity, GIT, HTML, CSS, Linux and Asp.net

## Projects

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### Libra-Links | Python, Node.js (Dec 2023)

Implemented a WhatsApp chatbot using Python and Node.js to provide download links for books, movies, and anime, with an integrated AI chatbot extension.

### Economy Management Game | Unity, C# (Sep 2023)

Developed an educational Economy Management Game in C# using Unity, focusing on Pakistan's economy, featuring debt management, forex trading, tax adjustments, and infrastructure development

### Job Delta | DBMS, SQL, ASP.NET, C#, HTML, CSS (June 2023)

- Using DBMS, SQL, ASP.NET, C#, HTML, CSS, GIT, and other technologies, this local freelance platform was created.
- Key functions, such as user registration, client job posting, freelancing proposal management and deliverable downloads have been successfully integrated.

### Custom Shell | C (June 2023)

Developed a custom shell with advanced features, including command execution, tokenization, concurrency, and support for command line pipes and FIFOs, as part of an operating system class project

### HunterXFish | Assembly x86 (Sep 2022)

Developed an Assembly language project using subroutines, string instructions, DOS/BIOS services, interrupts, and multi-tasking for the 8088 architecture. Within the game, emphasis was placed on creating visual components, interactivity, and strong multitasking abilities.

### Tic-Tac-Toe Plus | C#, Win Form (GUI) (Sep 2021)

Despite being a standard project, I added originality by including fun elements like a player versus. machine mode, a hat-trick counter, a timer, and several other improvements to improve the overall experience.

## Experience

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**Open-Source Contribution** **GitHub (Oct 2023)**  
Participated in Major League Hacking's Global Hack Week and Hacktober Fest also contributed to basic projects.