

Sumit Pandey

Cybersecurity & Full-Stack Developer | IT Professional

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Summary

Curious and motivated IT student with a strong foundation in full-stack web development, cybersecurity fundamentals, and game design logic. I believe in continual self-improvement, blending creativity and technical skill to build meaningful digital solutions. Actively pursuing a career in cybersecurity with a passion for ethical hacking, system hardening, and threat detection. Also experienced in basic game mechanics and logic through low-level programming.

Work Experience

Full stack development Intern, Sunai Pvt. Ltd. — Kathmandu, Nepal

Feb 2023 – Aug 2023

- Managed Git repositories and contributed to UI updates that improved application usability, reducing bounce rate by 15%.
- Collaborated with cross-functional teams across 2 departments to support agile development processes and meet sprint deliverables on time.
- Documented and analyzed secure coding practices in 2 major projects, contributing to a 25% decrease in security vulnerabilities.
- Assisted in debugging and QA testing, identifying and resolving over 30 bugs prior to release.
- Participated in 10+ design meetings and provided feedback on interface design, helping improve average user satisfaction scores by 12%.

Projects

- Pariwartan
 - Developed a web platform for supporting rural education using HTML, CSS, and JavaScript.
 - Integrated GitHub for version control and streamlined collaborative development.

- Ensured cross-browser compatibility and responsive design for varied user access.
- Restaurant App (NestJS)
 - Built RESTful APIs simulating restaurant operations using NestJS.
 - Designed and implemented CRUD operations for order and menu management.
 - Conducted unit tests to validate API endpoints for consistent performance.
- Weather App
 - Created an API-driven weather dashboard using OpenWeatherMap API.
 - Parsed real-time data and displayed user-friendly weather updates.
 - Applied modern UI techniques to enhance visual design.
- Hangman (C)
 - Developed a terminal-based game with file handling for storing user scores.
 - Implemented logic for word comparison and attempt tracking.
 - Used structured data storage to track player history.
- Guess the Word (C)
 - Designed a word guessing game in C with a persistent user database.
 - Implemented input validation to enhance gameplay integrity.
 - Used loops and conditionals to manage game flow and player progression.

Technical Skills

Programming: C, C++, Python, JavaScript, TypeScript, Shell Scripting

Web Development: React, Node.js, NestJS, Express.js

Cybersecurity Tools: Wireshark, Nessus, Nmap, Metasploit (Basics), Burp Suite (Basics)

zSecurity Knowledge: OWASP Top 10, Basic Linux Hardening, Network Protocols (TCP/IP, DNS), Firewalls & IDS

Game Dev: C-based terminal games, basic game logic, file handling for player data

Databases: MySQL, PostgreSQL, MongoDB, Firebase

DevOps & Tools: Git/GitHub, Docker (Basics), VS Code, Linux, macOS, Windows

Cloud Platforms: AWS (IAM, EC2), Firebase Hosting

UI/UX Design: Figma, Canva

Productivity: Microsoft Suite (Word, Excel, PowerPoint)

Languages: English (Skillful), Hindi (Experienced), Nepali (Expert)

Education

- Bachelor's in Information Technology

Westcliff University, Irvine, CA — Oct 2026