Sumit Pandey

Cybersecurity & Full-Stack Developer | IT Student

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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.

SKILLS

- Programming Languages: C C++ JavaScript Python
- Cybersecurity Tools: Wireshark Nessus Nmap Metasploit Burp Suite
- Security Knowledge: OWASP Top 10 Linux Hardening TCP/IP DNS Firewalls
- Web Development: React Node.js Nest.js • Database Management: MySQL MongoDB PostgreSQL
- Tools & Technologies: Git GitHub Firebase Stripe VS Code VIM • Operating Systems: Windows Linux macOS
- Design: UI/UX Figma Canva • DevOps: Git Docker • Cloud: AWS Firebase • Game Dev: Terminal games C

PROFESSIONAL EXPERIENCE

Intern | Sunai Pvt. Ltd.

Kathmandu, Nepal   Feb 2023 - Aug 2023

- Collaborated with cross-functional teams to develop and maintain internal web applications using JavaScript and Node.js.
- Participated in daily standups and agile sprints to track progress and deliverables.
- Gained hands-on experience with Git for version control and GitHub for project collaboration.
- Assisted in debugging and enhancing features in frontend components using HTML, CSS, and React.
- Learned secure coding practices by observing implementations that avoided common web vulnerabilities (e.g., XSS, SQL Injection).
- Shadowed senior developers in basic server hardening procedures and Linux terminal operations.
- Conducted testing and documentation for various modules, helping improve code clarity and project maintainability.
- Explored DevOps practices, including CI/CD pipelines and deployment fundamentals, under mentorship.
- Performed manual testing of authentication flows and suggested basic improvements in login security.

EDUCATION

Bachelor's in Information Technology   Oct 2022 - Present
Westcliff University, Irvine, USA

PROJECT EXPERIENCE

Pariwartan ⎘

A community project aimed at developing an education system for students in a rural area. The project leverages basic JavaScript(Node) to create an accessible and user-friendly platform, enhancing educational opportunities and resources for the community. The project was aimed to target the issues the students, teachers and the school faced.

Restaurant App (NestJS) ⎘

The project involves designing a backend structure for a restaurant app using the NestJS framework. This system encompasses three main entities: Customer, Owner, and Restaurant, each interrelated to ensure seamless interaction and management within the application.

Weather App ⎘

API-driven weather dashboard using OpenWeatherMap.

Hangman (C) ⧉

A word game developed in C that utilizes file handling to store and retrieve player records. This functionality allows for the persistence of game data, enabling players to access their progress and scores at any time.

Guess the Word (C) ⧉

A word-guessing game developed in C, where players have three attempts to guess the correct word. If the player fails to guess the word within three tries, the game ends. This game also incorporates file handling to store and retrieve player records, enhancing the gameplay experience by maintaining a history of attempts and scores.

LANGUAGES

English, Hindi, Nepali