# 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