# Muhmmad Abdul Rehman Khan

Islamabad, Pakistan

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## Education

**Iqra University**                                                                                          Oct 2023 - Jul 2027
*Bachelor of Computer Science*                                                                                    *Islamabad*

## Relevant Coursework

- Data Structures
- Computer Organization
- Linear Algebra
- Operating System
- Statistics and Probability
- Internet Technology
- Systems Programming
- Computer Architecture

## Experience

**Appuals**                                                                                                Feb 2024 – Jul 2024
*GhostWriter (Remote)*                                                                                          *Rochdale, UK*

- Composed 20+ troubleshooting guides for common operating system and software errors, enabling users to resolve technical issues independently.
- Conducted in-depth research to ensure accuracy and reliability of all guides, maintaining high-quality standards.
- Refined and proofread content for clarity and consistency.

## Projects

**Finance Invoice and Management Tool** | *Visual Basic for Applications, Excel*                                 October 2024

- Implemented an automated invoice system in Excel using VBA, enabling dynamic user input handling, data manipulation, and seamless transfer across multiple sheets for streamlined financial tracking.
- Modularized the template for easy adaptation across different business use cases, improving workflow efficiency and reducing manual errors.
- Integrated a PDF generation feature to convert processed financial data into a polished, print-ready format.
- Enabled seamless documentation and bookkeeping by automating report creation directly from Excel using VBA.

**2D Java RPG** | *Java, Java Swing Library, Aseprite, Eclipse*                                                  January 2025

- Built a custom game loop and rendering engine from scratch, enabling smooth frame updates and dynamic scene transitions.
- Designed and animated original pixel art assets using Aseprite, integrating them into the game via bitmap-based rendering.
- Implemented player movement and obstacle collision logic using bitmap masks for precise interaction handling.
- Structured the codebase for modularity and scalability, ensuring easy refactoring and future feature expansion.

**2D Snake Game** | *C++, SDL3*                                                                                     Jul 2025

- Engineered a grid-based snake game from scratch using linked lists to demonstrate data structure proficiency and dynamic memory management.
- Programmatically rendered all game elements—including snake, apples, and grid—without external assets, showcasing low-level graphics control.
- Implemented collision detection and game reset logic for wall impacts, ensuring robust gameplay mechanics.
- Structured the codebase to support future enhancements such as a score board and startup menu for improved user experience.

## Technical Skills

**Languages**: Python, C++, JavaScript, Java, HTML, CSS, TailwindCSS
**Technologies/Frameworks**: Pytest, React, Java Swing, Linux, Git, GitHub
**Spoken Languages**: English (Fluent), Urdu (Native)