Sultan Muhammad Khan

AI Student • Game Developer • Indie Builder

SUMMARY

I'm an AI student and full-stack hobbyist focused on game and mobile development. I design and ship prototypes, indie games, and small apps using Unity (C#), Python, and modern mobile frameworks. My work blends gameplay systems (including ML-driven agents and multiplayer prototypes) with pragmatic engineering—clean code, quick iteration, and a strong focus on player experience. I enjoy collaborating on freelance and part-time projects that challenge my problem-solving skills and help me learn something new every week.

SKILLS

Programming
Python, C#, JavaScript/TypeScript

Game Dev
Unity, Physics, AI/Agents, Cinemachine, NavMesh

Web & Mobile
Node.js/Express, REST APIs, modern mobile frameworks

AI/ML
Data prep, classical ML, basics of DL/agents

Tools
Git/GitHub, npm, basic Docker, Linux

Soft
Rapid prototyping, collaboration, problem-solving

EXPERIENCE

KeyMech — Software Intern   Jul 2024 – Sep 2024 · Wah Cantt · 320 hrs

- Delivered cross-platform mobile features and integrated REST APIs for field maintenance workflows.
- Built production app builds and assisted with deployments and environment configuration.
- Collaborated with field teams to translate requirements into testable, shippable tasks.

Seasons Foods — Audit Intern   Aug 2023 – Sep 2023 · Lahore · 240 hrs

- Performed inventory audits and reconciliations; improved accuracy across multiple product lines.
- Documented processes and identified opportunities for variance reduction and control.

Sybrid — Data/ML Intern   May 2025 – Jul 2025

- Built curated datasets for ETL pipelines and stood up a vector database for internal search.
- Prototyped a RAG chatbot to accelerate knowledge retrieval for internal users.

PROJECTS

Add your top 2–4 projects with links   Unity / Python / Web · GitHub / Demo

- 1–2-line project summary focused on problem and outcome.
- Highlight gameplay systems, ML/agents, or API integrations as relevant.

- Include links: GitHub repo, live demo, video, or store page.

EDUCATION

BS Artificial Intelligence — Pak-Austria Fachhochschule Institute of Applied Sciences and Technology · 10/2022 – Present

- Relevant coursework: Machine Learning, Data Structures, Algorithms, Linear Algebra, Probability.
- Academic projects: Add 1–2 notable ML/game projects with a one-line impact.

ACHIEVEMENTS & CERTIFICATIONS

- Add hackathons, competitions, certifications (Unity, Google, etc.), scholarships, or awards.

EDUCATION

BS Artificial Intelligence — Pak-Austria Fachhochschule Institute of Applied Sciences and Technology · 10/2022 – Present