

# Sultan Muhammad Khan

AI Student

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aka-shiro10.github.io/Sultan-Muhammad-Khan-Portfolio/

aka-shiro10

in sultan-muhammad-khan-8a5b73244

## Summary

Passionate developer focused on game development, web development and artificial intelligence. I design and ship prototypes, indie games and small apps using Unity (C#), Python, and modern web frameworks. Strong emphasis on clean code, rapid iteration and player experience. Open to freelance and collaborative roles.

## Education

Oct 2022 – Present **BS Artificial Intelligence**, Pak-Austria Fachhochschule Institute of Applied Sciences and Technology

2020 – 2022 **Intermediate (ICS)**, Jinnah Jame School & College, Haripur

2018 – 2020 **Matriculation**, Jinnah Jame School & College, Haripur

## Industrial Training

May 2025 – **Data / ML Intern** — Sybrid, Wah Cantt / Remote, 320 hrs

Jul 2025 ○ Built curated datasets for ETL pipelines, stood up a vector database, prototyped an internal RAG chatbot.

Jul 2024 – **Software Intern** — KeyMech, Wah Cantt, 320 hrs

Sep 2024 ○ Delivered cross-platform mobile features, API integrations and production builds for field maintenance teams.

Aug 2023 – **Audit Intern** — Seasons Foods, Lahore, 240 hrs

Sep 2023 ○ Performed inventory audits, reconciliations and process improvements that reduced count variances.

## Final Year Project

Project **AI-Powered Smart System** *In Progress (Sep 2024 – Present)*

Combines machine learning, computer vision and NLP to solve real-world problems. Key technologies: Python, TensorFlow, Deep Learning, Computer Vision, NLP.

## Skills

Fields	Artificial Intelligence, Machine Learning, Computer Vision, Natural Language Processing
Game & Dev	Unity (C#), ML-Agents, Game Systems, Networking
Languages & Tools	Python, C#, C/C++, JavaScript, TensorFlow, PyTorch, Git, SQL
Web	React, Tailwind, WordPress, WooCommerce
Other	Arduino (QMK macropad), Docker, Azure

## Selected Projects

Evolution Simulator Unity · ANN · Genetic Algorithms — evolution & agent training prototypes.

Car Racing    Unity · ML-Agents — training agents to race on procedural tracks.  
AI Trainer  
    Network    Python · ML · GUI — prototype for detecting network anomalies.  
    Anomaly  
    Detection  
Muffin Time    Unity · Networking · Photoshop — indie game prototype.  
    Other    Chess vs AI, Snake (Python), Hotel Management (C++), E-commerce (Games) —  
            portfolio available.

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## Languages

Urdu    Native  
English    Professional

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## Links

Portfolio    [aka-shiro10.github.io/Sultan-Muhammad-Khan-Portfolio/](https://aka-shiro10.github.io/Sultan-Muhammad-Khan-Portfolio/)  
GitHub    [github.com/aka-shiro10](https://github.com/aka-shiro10)  
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