

Sultan Muhammad Khan

AI Student

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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 – **BS Artificial Intelligence**, Pak-Austria Fachhochschule Institute of Applied Sciences Present 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

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|-------------------|---|
| 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.

Languages

Urdu Native

English Professional

Links

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

GitHub github.com/aka-shiro10

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