



# Azhaf Khan

STUDENT IN  
SOFTWARE  
DEVELOPMENT

## CONTACT INFORMATION

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Github: [github.com/azhaf7](https://github.com/azhaf7)

Website: <https://www.azhaf.com>

Location: Copenhagen, Denmark

## PROFILE

Motivated second-year software development student with experience in mobile apps, web applications, backend systems, and databases. Strong problem-solving ability, fast learner, and committed to writing clean, maintainable code. Comfortable working in Agile teams and focused on improving software quality through best practices.

## PERSONAL SKILLS

- Languages: Java, Python, C#, JavaScript, SQL
- Web: HTML, CSS, ASP.NET, Blazor
- Tools: Git, Visual Studio, Firebase
- Databases: MySQL
- Cloud & APIs: REST APIs, Google Cloud, Firebase
- Other: Agile/Scrum, Jira, Unit Testing, GitHub Actions

## PROJECTS

### Service Marketplace

Solo Project | Mobile App | React Native, Expo, Supabase

- Developed Built a cross-platform mobile application for connecting customers with local service providers.
- Implemented user authentication, job posting, GPS-based worker discovery, real time messaging, and price negotiation. Designed PostgreSQL, demo at [azhaf.com](https://azhaf.com)

### Pineapple Planner

Team Project | C#, Blazor, Firebase, Google Generative AI

- Developed a calendar and to-do list app to help users manage tasks and events.
- Integrated Google Generative AI for task suggestions.
- Managed collaboration using Git and Jira in a 5-person team.

### Pig Dice Game

Team Project | Python

- Developed a turn-based dice game using object-oriented design principles. Two player mode. Ai for intelligence
- Implemented score tracking, input validation, and modular architecture.
- Used Git for version control and collaboration.

### Portfolio Website

Solo Project | Front end

- with moving Built a responsive portfolio website showcasing projects and skills.
- Includes animations, dark/light mode, and optimized user experience.
- Live at [azhaf.com](https://azhaf.com).

## EDUCATION

### Högskolan Kristianstad

BA in Software Development |2024 - 2027

- Courses in programming, data structures, object-oriented design, and databases
- Focus on practical group projects and software architecture
- Experience with Agile/Scrum-style methodologies