

Sudais Khan

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CAREER OBJECTIVE

Computer Science undergraduate passionate about game development through Python. Developed multiple interactive games including DodgeFall, Pong Battle, and Tic-Tac-Toe. Eager to apply programming skills in professional software development.

EDUCATION

BSc Computer Science
Forman Christian College University, Lahore
Expected 2026

Intermediate (HSSC)
Forman Christian College, Lahore
2020-2022

Matriculation
Army Burn Hall College, Abbottabad
2017-2020

TECHNICAL SKILLS

- Programming: Python (Pygame)
 - Game Development: Collision Detection, Physics, Win Condition Logic
 - Tools: PyCharm, Git Basics
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PROJECTS

DodgeFall

- Survival game with falling objects and progressive difficulty
- Implemented real-time collision detection and scoring system

Pong Battle

- 2-player competitive game with:
 - Ball collision detection (paddles/walls)
 - Score tracking system
 - Win/lose conditions

Tic-Tac-Toe

- Console implementation featuring:

- 90+ possible move combinations
 - Win condition checking (rows, columns, diagonals)
 - Input validation
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LANGUAGES

- English (Professional Working)
 - Urdu (Native)
 - Pashto (Native)
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KEY STRENGTHS

- Developed 3+ complete game projects independently
- Strong problem-solving skills demonstrated through game mechanics
- Solid understanding of Python programming fundamentals