



# KHUSHAN KANAKRAI

## SOFTWARE ENGINEER

### CONTACT

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### EDUCATION

- 2024 - 2029  
EPITECH BARCELONA
  - Bachelor + Masters Degree in Software Engineering
- 2018-2024  
CENTRAL HIGH INTERNATIONAL SCHOOL MALAWI
  - International General Certificate of Secondary Education

### SKILLS

- Communication Skills
- Computer Skills
- Microsoft Office
- C Programming
- Languages
- Effective Communication
- Linux
- Github Skills
- Node.js

### LANGUAGES

- Portuguese - Native
- English - C2
- French - A1

### PROFILE

Motivated and enthusiastic C programming and eager to apply knowledge in coding, algorithms, and problem-solving to develop efficient and robust software solutions. Passionate about continuous learning, I enjoy hands-on projects and collaborative environments, always seeking opportunities to expand my skill set and tackle new challenges in software development.

### PROJECTS

- Duck Shooting Game in C** NOVEMBER 2024
  - Game with a fixed camera, in which the player can shoot in some moving ducks
- Shell Programming.** FEBRUARY 2025
  - Program a UNIX command interpreter based on TCSH in C
- Clone of the classic game Wolfenstein 3D** APRIL 2025
  - The goal is to develop a 3D first-person shooter using a simple rendering technique, raycasting
- ToDo list app in Node.js** MAY 2025
  - Build an API to build a ToDo app
  - Using SQL Database
  - A web server using Node.js
- Train Station Data Analysis in Python** MAY 2025
  - Data Cleaning & Preprocessing
  - Exploratory Data Analysis (EDA)
  - Predictive Modeling
  - Dashboard Development