Malik Muhammad Huzafah Khan
Software Engineer

Contact

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Links

https://github.com/malikhuzafah
https://www.linkedin.com/in/malik-muhammad-huzafah-khan/

Languages

- **JavaScript** – Intermediate
- **Java –** Advanced
- **Python** – Intermediate
- **HTML –** Advanced
- **CSS –** Advanced
- **Dart** – Intermediate
- **C#** – Intermediate
- **C** - Intermediate

Skills

- **NodeJs**
- **ExpressJs**
- **ReactJs**
- **MongoDB**
- **React native**
- **Web Development**
- **Flutter**
- **MS SQL Server**
- **Artificial Intelligence**
- **Bootstrap**
- **jQuery**
- **Unity**
- **Mobile App Development**
- **Game Development**

Education

2019 – 2023
BS Software Engineering | **CGPA: 3.00**
COMSATS University Islamabad, Lahore campus
Courses: OOP, Data Structures and Algorithms, Operating Systems, Databases, Web Technologies, Game Development, Information Security, Software Testing, Software Requirement Engineering, Software Quality Engineering, Software Design and Architecture

Projects

- **FanFund - Final Year Project**
  A Crowd Funding Mobile Application developed using **React-native**. Its backend is in **NodeJs, ExpressJs and MongoDB**. Its admin panel is made using **React.**
- **Pharmacy Web & Mobile Application**
  A **MERN stack and React Native** pharmacy app that lists medicines. The medicines can be added in cart and can be ordered. With user authentication and authorization.
- **MERN Stack Chat Application**
  A Chat app built using **MERN stack and socket.io** where users can chat with other users.
- **Sorting Algorithms Visualization**
  Applied my knowledge of sorting algorithms and made a visualization using **HTML, CSS, JS, Bootstrap, and jQuery,** to get a better understanding of the algorithms.
- **YAAS Energy**
  Website for YAAS Energy PVT. LTD using **HTML, CSS, JavaScript, Bootstrap, and jQuery.**

Achievements

Winner of Speed Programming (CodeRed)
Won 1st Prize in a programming competition held at university.

Courses

Intro to game Development
Principles of game design

Hobbies

Football, Photography, Video games