

MALAK SAAD KHAN

Software Engineering Student | Flutter & Full-Stack Developer | Unity Game Developer

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PROFESSIONAL SUMMARY

Software Engineering undergraduate at the University of Engineering and Technology Peshawar, maintaining a perfect 4.00/4.00 CGPA. Practical, project-proven experience across mobile development (Flutter/Dart), full-stack web systems (PHP, Node.js, React, MySQL), and game development (Unity, C#). Delivered production-ready systems for real clients, including a solar installment management platform and a cafe management system, alongside leading a 100+ member student technical society. Seeking opportunities to apply strong fundamentals in software architecture, clean code, and cross-platform development to real-world engineering challenges.

EDUCATION

Bachelor of Science in Software Engineering | University of Engineering and Technology (UET), Peshawar
September 2024 – Present | Current CGPA: 4.00 / 4.00 (4th Semester result pending)

Relevant Coursework: Object-Oriented Programming, Data Structures & Algorithms, Database Management Systems, Software Engineering, Software Design & Architecture, Computer Architecture, Computer Networks (CCNA Fundamentals), Digital Logic Design, UML

Intermediate in Pre-Engineering | Cadet College Warsak, Peshawar 2021
– 2023

TECHNICAL SKILLS

Languages: C, C++, C#, Dart, PHP, JavaScript / TypeScript

Frameworks & Platforms: Flutter, Unity (Game Development), React, Node.js, Express.js

Databases & Tools: MySQL, Docker, REST APIs, Git/GitHub

Core Concepts: Object-Oriented Programming, Database Design, UML, Software Architecture

Professional Skills: Leadership, Team Collaboration, Project Coordination, Client Communication

PROJECTS

Solar Installment Management System (SIMS) | Client Project • Flutter, Dart, Node.js, Express.js, MySQL, REST API

- Developed a full-stack system to manage customers, solar project tracking, installment payments, invoices, receipts, warranties, and reporting through a centralized dashboard.
- Built a responsive Flutter frontend integrated with REST APIs and MySQL, implementing secure authentication and scalable, clean architecture.
- Owned frontend development, API integration, business logic implementation, and UI/API debugging.

Xone Cafe — Cafe Management System | Client Project (In Progress) • React, TypeScript, Node.js, Express.js, MySQL, REST API

- Building a modern cafe management platform covering customer management, menu management, order processing, billing, and administrative dashboards.
- Developing a responsive React frontend with a REST API backend, emphasizing clean UI/UX and reusable components.
- Responsible for frontend implementation, API integration, brand consistency, and performance optimization.

Tailor Shop SaaS — “Helix Shop” | *Personal Project* • PHP, MySQL, Docker

- Built a SaaS web application digitizing a complete tailoring business workflow: customer management, measurement records, order tracking, stitching task assignment, receipts, reporting/analytics, and role-based access control (RBAC).

Zombie Survival Game | *Personal Project* • Unity, C#

- Designed and developed a survival-style game in Unity featuring AI-driven enemy behavior and core gameplay systems built from scratch.

EXPERIENCE & LEADERSHIP

President — Software Excellence Society | *UET Peshawar* • 2024 – Present

- Led the society in planning and organizing technical and academic activities, coordinating workshops, seminars, and student development programs.
- Managed student teams and collaborated with faculty and university administration to organize major university events and technical initiatives.

Software & Web Developer | *Client Projects* • 2026 – Present

- Delivered full-stack software solutions for real clients, including a Flutter-based solar installment management system and a React-based cafe management platform.
- Worked across the full development lifecycle — frontend implementation, backend API integration, and database design — applying clean, scalable architecture.
- Collaborated within development teams on shared codebases and version control workflows to deliver features on schedule.

CONFERENCES & SEMINARS

- ICCIIOT 2026 (16–17 Feb 2026), Peshawar — Assisted in planning, coordinating, and managing the technical conference in collaboration with faculty, organizers, and student volunteers.
- ICET 2025, Peshawar — Assisted in planning, coordinating, and managing the technical conference and related university events.

AWARDS & RECOGNITION

- **Prime Minister Laptop Scheme Recipient** — Feb 2026
- **Honhaar Scholarship Recipient** — 2025

LANGUAGES

Pushto (Mother Tongue) | Urdu — C2 (Fluent) | English — C2 (Fluent)

PORTFOLIO

An interactive portfolio showcasing all projects above, including live demos, source code, and detailed case studies, is available at: malaksaadkhan.web.app

[LinkedIn](#) : [MalakSaad Khan | LinkedIn](#)

[GitHub](#) : [24pwswe0003uet](#)

[Portfolio](#) : <https://malaksaadkhan0003.web.app>