

# Srejon Khan

Software Engineer • Computer Science & Engineering Major  
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## SUMMARY

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Highly motivated Software Engineer with experience in both Backend Systems Design and Game Development. Proven ability to leverage programming languages and frameworks to build scalable, secure, and engaging software solutions. Possesses excellent problem-solving skills and a passion for data integrity. Eager to contribute my expertise by building robust APIs and optimizing backend performance to a team focused on high-performing and secure infrastructure.

## SKILLS

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<b>Programming</b>	NodeJs, DotNet Standard, Python, C/C++, SQL.
<b>Server</b>	ExpressJs, Flask, Elastic Stack, RabbitMQ, BullMQ, Docker, Kubernetes.
<b>Database</b>	PostgreSQL, MySQL, NoSQL, Redis, Firebase, MongoDB.
<b>Telemetry</b>	Open Telemetry, Prometheus, Grafana, Loki, Vector.
<b>Cloud</b>	CPanel, CloudPanel, DigitalOcean, Bunny, Cloudflare.
<b>CI/CD</b>	GitHub Actions, Jest, Supertest, Selenium, Cypress.
<b>Web/Media</b>	Unity3D, HTML/CSS, TailwindCSS, ReactJS, Photoshop, Wondershare Filmora.
<b>Others</b>	Prompt Engineering, Product Management

## WORK EXPERIENCE

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### Systemica Institut GmbH

Oct 2024 - Present

Software Engineer

Remote

- Led a team of 6 engineers to develop an internal project template, streamlining development workflows and improving code maintainability.
- Led a team to implement complete encryption-as-a-service using Hashicorp Vault that can be utilized from the application layer to enhance security.
- Automated key development workflows, each initialization saves around 25 minutes, and incident management processes save around 45 minutes of manual effort, minimizing errors and boosting efficiency.

### Self Employed

Mar 2022 - Sep 2024

Independent Software Engineer

Remote

- Developed a robust Ticket System for a German-based company within a Node.js monorepo environment. Built with Express.js and Mongoose, allows for ticket creation from both forms and email (IMAP), flags duplicates, and centralizes ticket management. Implemented mail reply threading utilizing SMTP.
- Developed and launched a full-fledged single-player word puzzle game ([GoodWords](#)), implemented a complete Continuous Deployment Pipeline for Google Play Store using GitHub Actions, and wrote the entire Firebase backend using my self-tailored OSS [library](#).
- Designed API Schema & Backend Architecture for mission-critical Medical Software. Additionally, I managed the product from concept to development, maintaining workflow between teams and stakeholders.
- Developed a [Result Publication Site](#) leveraging Edge Computing (Cloudflare Workers), that enables students to retrieve results in quick time and share the results publicly with shareable URLs.

### DTOWN

Nov 2020 - Oct 2021

Game Developer - XR & Backend Team

Remote

- Developed Cross-Platform XR functionalities and upheld a sprint-based workflow.
- Designed a NoSQL DB architecture and integrated it into the project using a self-tailored OSS [library](#).
- Created an Editor Plugin for effortless build target switching and configuration adjustments with a single click, eliminating potential errors and saving developer hours.

- Developed a Console Application for efficient DB management utilizing Firebase Admin SDK.
- Developed a Slack Deploy Tool for automatic build uploads as a zip file to a predefined channel.

## Playense

Aug 2020 - Oct 2020

Game Developer - Hyper Casual Team

Remote

- Conceived and executed concepts for hyper-casual games, successfully delivering two game prototypes.
- Created Editor Tools for a Music Game, facilitating rapid level generation from internal binary files containing beat timestamps, significantly reducing development time and complexity.
- Maintained internal code style, architecture, and versioning.

## Ghost Interactive

Feb 2017 - Jun 2028

Junior Game Developer

Remote

- Collaborated closely with Senior Developers and the Director to contribute to game functionality development.
- Designed and implemented various prototypes based on concept documents.
- Maintained internal code style, architecture, and versioning.

## HONORS & AWARDS

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### Champion

2025

NSU Tech Fest 2025 - Programming Hero X WebXtreme Hackathon

Dhaka, BD

### Top 10 Finalist

2024

IUT National ICT Fest 2024 OpenAPI Hackathon

Gazipur, BD

### Top 9 Finalist

2024

SUST CSE Carnival 2024 Hackathon

Sylhet, BD

### Champion

2023

DevFest AI Hackathon by Google Developer Group Sonargaon

Cumilla, BD

### Global Nominee, Local Winner

2023

NASA Space Apps Challenge 2023

Dhaka, BD

## EDUCATION

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### Bangladesh Army International University of Science and Technology

Apr 2022 - Mar 2026

BSc in Computer Science and Engineering

Cumilla, BD

- Current CGPA: 3.28

## VOLUNTEERING

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### BAIUST Computer Club

Jul 2022 - Aug 2024

Executive Member

Cumilla, BD

- Organized Junior IUPC for 40+ teams.
- Organized Intra CSE Fest while working closely with the Vice President (Organizing) and Assistant Secretary (Organizing). This involved coordinating with various teams to plan and execute the event, ensuring smooth logistics and timely communication.
- Organized Fresher's Reception, which required collaboration with different teams to create an engaging and welcoming experience for incoming students.
- Developed strong teamwork skills through my volunteer work and an ability to thrive in a fast-paced, dynamic environment.

## EXTRACURRICULAR ACTIVITY

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Playing Acoustic Guitar, Gaming, Reading Books.