KHUSHAN KANAKRAI

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EU passport holder, available immediately. Software engineering student (Epitech Barcelona) with hands-on experience in IT support, systems administration, and full-stack web development. Comfortable across C/C++, JavaScript/TypeScript, and Python, with practical exposure to networking, hardware diagnostics, and REST API design. Seeking an internship in software development or IT support to apply strong troubleshooting instincts and a builder's mindset.

CORE COMPETENCIES & TECHNICAL SKILLS

- IT Support & Troubleshooting
- Networking & Hardware Repair
- Windows/Linux Administration
- Network Programming (TCP/Sockets)
- REST API Design
- Git Version Control
- Algorithms & Data Structures
- **Programming Languages:** C, C++, JavaScript, TypeScript, Python, SQL
- **Web Development:** React, Next.js, Node.js, Express.js, REST APIs
- **Tools:** Git, GitHub, Linux CLI, Postman, VS Code
- **Data & Analysis:** Pandas, Scikit-learn, Data Visualization
- **Soft Skills:** Team Collaboration, Communication, Adaptability

PROFESSIONAL EXPERIENCE

IT Technician Assistant (Internship) *Jul 2025 – Dec 2025*

Infotech (Papers & Services) — Tete, Mozambique

- Diagnosed and resolved hardware and software issues across 10–20 client machines weekly, restoring systems to full operation with minimal downtime
- Installed and configured Windows OS and business-critical software for new and repaired machines, standardizing setups across client sites
- Supported installation and troubleshooting of CCTV camera systems for commercial clients, from initial setup to connectivity issues
- Diagnosed and resolved network connectivity issues for client sites, escalating infrastructure-level problems when needed
- Acted as first point of contact for client tech issues, applying systematic troubleshooting to resolve most tickets without escalation

PROJECT EXPERIENCE

Zappy – Network Multiplayer Strategy Game (Academic Project, EPITECH) *Jun 2026 – Jul 2026*

C++, TCP Sockets, Custom Protocol · 2–3 person team

- Built the graphical client (GUI) in C++, rendering a real-time 2D toroidal world from live game state received over a custom text-based network protocol
- Implemented the client-server communication layer over TCP, parsing and rendering server updates (player positions, resources, elevation events) in real time
- Collaborated with teammates building the server (non-blocking I/O via poll, no threads) and autonomous AI clients, coordinating on a shared protocol specification across the team
- Combined network programming, protocol design, and real-time rendering in a single system supporting multiple simultaneous connections
- Code available upon request (academic/private repository)

Livedrop – Interactive Product Drop Platform *Jun 2025*

Next.js, TypeScript, Tailwind CSS

- Built a responsive real-time product showcase using Next.js and TypeScript, with dynamic rendering and animated UI transitions
- Structured the app with reusable components and a component-driven architecture to keep the front end maintainable as features grew
- Live: livedrop.vercel.app | Code: github.com/khushanmz05/livedrop

EDUCATION

- **Epitech Barcelona** — Bachelor + Master in Software Engineering (2024 – 2029, ongoing)
- **Central High International School, Malawi** — IGCSE Certificate (2018 – 2024)

LANGUAGES

Portuguese (Native) · English (C2) · French (A1)