Sahil Khan

Software Engineer

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📍 Delhi, India

EXPERIENCE

Legend Has It Prague, Czech Republic

Full Stack Engineer | Al Engineer

2022 - 2023

- Primary developer for the Al gRPC backend used by the game to power the NPCs.
- The NPCs had a dynamically updating internal needs system and emotional state powered by knowledge graphs that they used to achieve their task goals and move autonomously in the game world.
- Every NPC had a conversation module where they would talk about different topics depending on their internal needstate. Worked on autonomous NPC-NPC conversation as well. Design and development of Knowledge Graphs for intelligent autonomous NPCs. (Neo4J/Cypher/Golang).
- Developed a frontend web app via ReactTS, Vue to interact with qRPC backend to configure API settings to allow non-technical users to interact with our Al.
- Created GraphQL based API for NPC decision making & decision prompts (TS + NodeJS) to add to our microservice network of NPC autonomy.

PROJECTS

sahilll.dev 2025

Built with Next.js and Tailwind CSS, hosted on Vercel. Includes a blog (built with Astro) and a "Chat with Al" feature powered by Google Generative AI and Vercel AI SDK.

MidJProxy 2022-2023

Built a Vue. is frontend and GraphQL backend with a Discord bot to funnel and proxy image results from the MidJourney bot via API.

HornStat 2022-2022

Developed a feature-rich Discord bot, a GraphQL-based queueing server for Brawlhalla with real-time updates, and a data pipeline for analytics from third-party APIs.

SeedMaster 2022

Created a Node js CLI tool to auto-seed tournament attendees based on in-game ratings, reducing hours of work to seconds.

ClanRank 2021

Developed an Electron desktop app to manage team match history, seasonal leaderboards, and scores for league events.

EDUCATION

Bachelor of Computer Applications

2022 - 2026

Manipal University Jaipur, India

CERTIFICATIONS

AWS Certified Solutions Architect - Associate

Feb 2025