

# Aswin S Nair

## EDUCATION

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**Vijayamatha Higher Secondary School**

*Percentage: 88%*

Kerala, India

*July. 2022 – March 2024*

**College of Applied Science (IHRD), Vadakkencherry**

*B.Sc in Computer Science (Honours) Minors: Electronics, Computational Mathematics July. 2024 – May. 2027 (expected)*

Kerala, India

## EXPERIENCE

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**Pyscan**

*Maintainer, Co-Founder*

June 2024 – Present

*Rust*

- **Developed a Python and Rust-based dependency vulnerability scanner focusing on security automation**, CI/CD integration, and compatibility with modern Python infrastructure.
- Security tool **used by more than 10,000 developers**
- Featured on the **The Real Python Podcast** as an impactful, Rust based project
- Early adopter of Rust programming language, received **positive contributions from the open source community and learned to work with a global standard.**

**Freelance / Contract Software Engineer**

*Full Stack Developer, Systems Engineer*

August 2020 – Ongoing

- Engineered websites powered by **SvelteKit and TypeScript**, reverse engineered **legacy C++ codebases**, developed and sold **discord bots written in Python**.
- Developed solutions for more than **50 clients** using **Rust, C, C++, Python, TypeScript** securing earnings **upwards of 300 USD**.
- Used **Heroku** for application deployment, monitoring, and scaling. Experienced with **CI/CD pipelines, infrastructure as code (IaC), and cloud-based application management**. Skilled in leveraging Heroku's platform for efficient and reliable software delivery.

**Thought Garden**

*Full Stack Developer*

June 2024 – Ongoing

- Developed **open source, cross-platform web application** using **Rust, Tauri, and HTMX for Linux, Windows, and Android**.
- Utilized Rust for backend logic, ensuring high performance and memory safety.
- Integrated HTMX for dynamic content updates, improving user experience and reducing server load.
- Designed **humane user interfaces** for seamless UX across desktop, mobile and any screen.

## SKILLS

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**Programming Languages**

- Rust, Python, C, C++, TypeScript, Javascript, Haskell, OCaml, F#, Kotlin, Common Lisp

**Interests**

- Theoretical Computer Science, Game Theory, Human-Computer Interaction, Physics Simulations, Statistical Learning Models, Neurocomputing, Distributed Systems, Visual Design, Radio Tech, etc.

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