Aswin S Nair

EDUCATION

Vijayamatha Higher Secondary School   Kerala, India
Percentage: 88%   *July. 2022 – March 2024*

College of Applied Science (IHRD), Vadakkencherry   Kerala, India
B.Sc in Computer Science (Honours)   *July. 2024 – May. 2027 (expected)*

EXPERIENCE

Open Source Project - Pyscan   June 2024 – Present
Maintainer, Co-Founder   *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 10k developers**
- Featured on the **The Real Python Podcast** as a useful, 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   August 2020 – Ongoing
more than 4 years of experience.

- 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 **Herok**u 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   June 2024 – Ongoing
Full Stack Developer

- 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 **responsive user interface** for seamless experience across desktop and mobile devices.

SKILLS

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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