Aniket Panse

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EDUCATION

M.S - Computer Science
August 2017 — Present

Texas A&M University

B.E (Hons) Computer Science, M.Sc (Hons) Mathematics (7.94/10)
August 2009 — August 2014

BITS-Pilani, K.K.Birla Goa Campus

WORK EXPERIENCE

Postman (API Tools)
June 2015 — July 2017

Software Engineer

- Mentored a team of three, guiding them through technical and non-technical issues.
- Lead developer & maintainer of Postman's CLI, Newman, which has 100K+ downloads each month (https://www.npmjs.com/package/newman)
- Worked on developing and finalizing the specification of the Postman Collection v2 format, which can be used for HTTP API definitions.
- Lead developer and maintainer of the Postman SDK, which is a Javascript SDK to help developers integrate with the Postman platform and services. (http://github.com/postmanlabs/postman-collection)
- Lead developer for Postman Runtime, which is the underlying engine behind Postman's cloud products and desktop applications (and the Newman CLI)
- Worked on various high-traffic services such as postman-echo.com, and the update server for Postman's app updates.
- Architected a domain verification system, which allows users to add their custom domains, which can be used across our cloud services (it features periodic checking of domains, handling invalidation notifications, etc)
- Built an email service, which supports various sending backends (Sendgrid, SES, etc), and gathers basic analytics
- Designed an SSL proxy, which uses SNI to serve the correct certificate, and routes traffic to an appropriate upstream
- Added support for various authentication protocols, such as AWSv4 signing, Hawk Authentication, OAuth1, NTLM Authentication, Digest Authentication, Basic Authentication, etc
- Implemented a multi-layered secure sandbox for executing user provided Javascript code

Amazon
July 2014 — March 2015

Software Development Engineer

- Re-architected a service that sends notifications to merchants and buyers over HTTP and email.
- Worked on various operational improvements, such as better logging, monitoring, etc
- Handled on-call rotations and emergency tickets.
- Worked on launch of Amazon External Payments in Japan, setting up the deployment stacks, deployment pipelines, etc.
- Implemented a parser and a reverse parser to convert config files to and from JSON, for easy manipulation and validation.

Google Summer of Code with The Honeynet Project
June 2013 — September 2013

Developer

- Worked on the Beeswarm IDS, which uses a system of intelligent clients, sessions (honeytokens) and honeypot servers to lure attackers.
- Implemented protocols such as FTP, SMTP, HTTP and VNC on the honeypot.
- Created automated "intelligent" clients capable of logging into the honeypot servers and executing actions similar to humans.
- Implemented a bootable ISO generation system, facilitating seamless deployment on servers and clients.
- Implemented parts of a web based interface to manage deployment of the honeypot clients and servers.
- GitHub Repository: https://github.com/honeynet/beeswarm

Hornet - SSH Honeypot
Feb 2014 — Present

Primary Contributor

- Designing and implementing an SSH honeypot that can simulate a network of different hosts.
- Each host supports common Linux commands such as "echo", "ls", "ssh", etc.
- The honeypot closely emulates a real Linux shell.
- More information: https://github.com/czardoz/hornet

netSkope Software India Pvt Ltd.
July 2013 — July 2014

Intern

- Created a web based platform from scratch for streamlined, automated testing of a network based software system.
- Came up with a system of recording and replaying HTTP(s) traffic.
- Implemented features to automate component deployment, testing, and aggregation of test results.
- Created a system to forward command line logs to the web-ui, in real time.

PUBLICATIONS

IEEE-FISTS: Development of a Protocol for optimized parking space allocation using Mobile Ad-Hoc Networks (MANETs). This project was selected for presentation at the IEEE-FISTS conference 2011, in Vienna.

- Developed a simple model for parking space allocation, modelled on a stationary Ethernet network.
- Implemented the software modules which communicated with each other using the TCP/IP protocol.