VAISHNAV NAIR

Software Engineer (Frontend & Systems)

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PROFILE

Motivated graduate with practical experience in web development using HTML, CSS, Svelte, and React. Brings a mindset shaped by research, exploration, and continuous tinkering to create dependable, user-focused solutions. Works effectively within modern development environments supported by Git and GitHub workflows, basic containerization with Docker/Podman, and Linux-based tooling. Oriented toward building efficient declarative reproducible systems, improving processes, and maintaining a high standard of technical execution.

SKILLS

Languages & Core Web: Javascript, HTML5, CSS3, Python (scripting, computer vision projects)

Frontend Development: Svelte, React, Component-based architecture, responsive UI design, state-driven interfaces

Backend & Runtime: Node.js, Express.js, REST APIs, basic middleware, request lifecycle

Systems & Developer Tooling: Linux (NixOS-daily driver), Nix (declarative configuration), Shell scripting
Version Control & Workflow: Git, GitHub, Linux-first development, reproducible environments

EXPERIENCE & PROJECTS

Research Intern, HKBK College of Engineering - 2025

Conducted research and system analysis for a digital platform supporting collaborative note-taking and discussion forums in flipped-learning environments. Evaluated existing pedagogical workflows and designed a model enabling pre-class content engagement and in-class active learning. Delivered architecture recommendations for scalable, web-based interaction and real-time collaboration features.

System Configuration & Environment Engineering, Personal Project (NixOS) - 2024 - ongoing

Developed a fully declarative NixOS configuration with reproducible system builds and custom module definitions. Engineered a tailored Wayland setup using DWL, including configuration layers, keymaps and service management. Implemented structured Config files to streamline development, improve portability, and standardize workstation provisioning.

Computer Vision Project, ArUco Marker Augmentation (Python) - 2023

Built a real-time computer vision pipeline for dynamic image overlay using ArUco marker tracking. Implemented marker detection, pose estimation, and augmentation logic leveraging OpenCV and SciPy. Designed as a proof-of-concept for AR-driven interfaces with potential applications in robotics, guidance systems, and object tracking.

EDUCATION

From: November 2022 to May 2025

S. E. A. College of Engineering and Technology: Computer Science and Engineering – 8.68 CGPA

From: August 2019 to July 2022

Govt. Polytechnic, Thane: Information Technology – 77 Percentage