

VARUN NARRAVULA

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SYNOPSIS

Aspiring, and (sometimes) achieving; a creator at heart that loves to code. Seeking a full-time or contract position as a software engineer/developer.

EXPERIENCE

Pangolin <i>Founding Software Engineer</i>	San Francisco, California Dec 2025-present
<ul style="list-style-type: none">Build and maintain secure reverse-tunneling and zero-trust networking components using GoBuild and maintain a web UI surrounding these components using TypeScript (Next.js)Engage with the open-source community on GitHub/Discord to support users, review contributions, and drive adoption.	
ANDYL <i>Software Engineer</i>	San Francisco, California Jun 2025-Dec 2025
<ul style="list-style-type: none">Rethink the core systems of the Internet (such as DNS) to build a stable foundation for the Internet applications of the 2030s and beyondUse Rust to build a distributed, high-availability database using blockchain principlesUse Nix/NixOS, Kubernetes, and Terraform to orchestrate infrastructure for internal continuous integration (CI) setups	
Byggr.ai <i>Software Engineer</i>	Remote (San Francisco, California) Aug 2024-Jun 2025
<ul style="list-style-type: none">Create and maintain a deterministic, AI-powered model that autonomously converts abstract business requirements into high-quality codeDevelop and maintain a desktop interface to interact with this AI interface using Flutter on Windows, macOS, and Linux platforms	
Seedling <i>Software Engineer</i>	Remote (San Francisco, California) Aug 2023-Aug 2024
<ul style="list-style-type: none">Build and maintain a full-stack mobile app using React Native (Expo) and SupabaseDesign relational database schemas and migrate data from non-relational sources such as Firebase to relational ones like PostgreSQL using Python scriptsReview and improve code contributions from other developers	
Zyggit Inc. <i>Full-Stack Developer</i>	Remote (Fremont, California) Aug 2020-Aug 2022
<ul style="list-style-type: none">Developed and maintained scalable backend services in Go, integrating with Flutter frontends for cross-platform mobile applications.Implemented security best practices in Go-based backend systems, identifying and patching vulnerabilities before release.Used Terraform to provision and manage infrastructure on Google Cloud Platform, ensuring reliability and scalability for production environments.	

PROJECTS/CONTRIBUTIONS

nixos-cli Go, Nix, Zig
Core Maintainer Aug 2023-present

- Develop and maintain a command-line interface for deploying and managing NixOS systems with a focus on simplicity and ease of use.
- Patch long-standing issues and add new features to older tools from the NixOS ecosystem, improving behavior and user experience for end users (NixOS administrators).
- Complete a rewrite of the nixos-cli tool from a prototype in Zig to a more professional and production-ready Go implementation in a matter of weeks.
- Write release notes and documentation for end users.

NixOS Nix, shell
Contributor/Package Maintainer Aug 2022-present

- Maintain Nix packages and modules in [nixpkgs](#) and [home-manager](#)
- Review pull requests and collaborate with the open-source community

SKILLS

Languages Go, Zig, TypeScript, Rust, Dart, shell, SQL, Python, Java, C/C++
Frameworks Flutter, React Native, Expo
Developer Tools Linux, Docker, Kubernetes, Nix, Vim/Neovim, GCP, AWS, Terraform

CERTIFICATIONS

PCAP - Certified Associate in Python Programming Issued on: 11 Jan 2020
Oracle Certified Associate, Java SE 8 Programmer Issued on: 10 Apr 2021

EDUCATION

San Francisco State University San Francisco, California
B.S. Computer Science Aug 2023-May 2025

Ohlone College Fremont, California
A.S. Computer Science Jun 2021-May 2023