Tushar Jitendra Satpute

Solapur, MH| tusharsatpute68@gmail.com | 9325175701 | explooit.is-a.dev | Github | LinkedIn

Summary

Passionate **Software Engineer** with expertise in cybersecurity, open-source development, and game engineering. Proficient in Python, C++, and Linux, with experience contributing to security tools, educational games, and open-source projects. Skilled in Unity, Godot, Node.js, and Flask for building interactive and scalable applications. Strong background in secure system design, backend development, and cross-functional team leadership.

Skills

Languages: Golang, Rust, C++, C, Python, C# , HTML & CSS ,MERN, Solidity
Technologies: Unity, Godot, Linux, Shell Scripting, GitHub, SQL, Databases, Mongodb
Web3: Solidity, Hyperledger Fabric, EVM, Foundry, Hardhat

Education

- **Walchand Institute of Technology, Solapur**   2022 - 2026
  - B.Tech in Electronics and Computer Engineering (CGPA: 8.78)
- **Sahakar Vidya Mandir, Buldana** (83.33%)   2020 - 2022
- **Sharda Dnyanpeeth, Buldana** (90.20%)   2020

Experience

Co-Founder and Fullstack Game Developer, ASK Studios IND   Feb 2025 – Jan 2026
- Developed and deployed cross-platform 2D/3D educational games using Unity.
- Lead project management and coordinate cross-functional teams for seamless development.
- Implement testing methodologies that reduce game-breaking bugs by 40% for enhanced stability.

Open Source Program Lead – HashSlap Summer of Code , HashSlap Open Source Org   Jun 2025 – Nov 2025
- Led HSSoC, managing 10+ open-source repositories and coordinating contributions across Python, Rust, and JavaScript.
- Reviewed 100+ PRs and launched 20+ fully documented projects with structured GitHub workflows.
- Participated in Hacktoberfest and merged 30+ community pull requests.

Product Development Intern, ApplyMyJob   March 2025 – May 2025
- Identified inconsistent and duplicate job listings across platforms; Action: built a scalable scraper using Python, Selenium, and Crawl4AI.
- Integrated ML-driven automation for cleaning and deduplication to improve extraction accuracy and reliability.
- Reduced redundant listings and created a maintainable, modular pipeline that scales across multiple job sources.

Chief Technical Officer, Astra Clean Technologies Pvt. Ltd. - Bangalore   Feb 2025 – Aug 2025
- Led end-to-end development of a Flutter–Firebase app with real-time worker tracking (Google Maps API) and Stripe payments to streamline bookings.
- Supervised a 2-member team building a React–Supabase web platform with secure authentication, dashboards, and full feature parity.
- Managed a 2-intern team to prototype an AI-powered legal document analyzer using Python, Ollama, and React for automated clause detection.

Game Development Intern, ASK Studios IND   Sept 2024 – Feb 2025
- Gained C# Programming knowledge for scripting and problem-solving.
- Contributed to titles like Dot and Dash and Absurd Infinite Runner.
- Collaborated with designers and senior developers for bug troubleshooting and feature implementation.

Projects

shell-pp   Github
- A lightweight Unix-like shell in C++, featuring a custom command parser, built-in commands, and command history management.

- Implemented process control and piping using Unix system calls, enabling inter-process communication and core shell functionality.
- Tools: C++, make, Visual Studio

totalcontrol   Github
- A Rust-based Windows productivity tool inspired by Mac Spotlight, enabling app, script, and web command execution via global hotkey.
- Designed a Slint-powered launcher with autocomplete, JSON-based config, and planned support for acrylic blur and UI theming.
- Tools: Rust

Crowdfunding DApp   Github
- Built a decentralized crowdfunding platform enabling transparent peer-to-peer fundraising with up to 90% lower fees.
- Developed and deployed Solidity smart contracts using Forge, integrated with ThirdWeb, Web3.js, and MetaMask.
- Implemented a React.js frontend with IPFS-based decentralized storage.

wardenGo   Github
- A customizable Intrusion Detection System (IDS) in Go that monitors system activity and detects suspicious behavior using rule-based logic.
- Implemented real-time event scanning and a modular rules engine, enabling adaptable threat detection across diverse system environments.
- Tools: GoLang

snapGo   Github
- A Go-based CLI tool for Git-independent project snapshotting with content-addressable storage and deduplication.
- Implemented cross-platform support, smart ignore patterns, and automated cleanup to streamline project state management.
- Tools: GoLang, Git

Chaos Platformer   Link
- Developed a 2D platformer where every move triggers dynamic environmental collapse.
- Implemented dynamic UI for *Chaos Platformer* to reflect real-time hazard feedback.
- Developed Level 2 by integrating core mechanics to enhance player immersion.
- Tools: C#, Unity, Aesprite

Legends of Raj   Link
- A Simple Exploration Platformer Made During Krafton's Pixelverse 2024 at COEP MindSpark 2024.
- Developed the complete codebase for *Legends of Raj*, a 2D exploration platformer set in India's historical regions.
- Tools: C#, Unity