

# Tushar Jitendra Satpute

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## 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.

## Education

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

## Experience

**Open Source Program Lead – HashSlap Summer of Code**, HashSlap Open Source Org Jun 2025 – Present

- Led HashSlap Summer of Code, managing 10+ open-source repos and driving contributions in TypeScript, Python, Rust, and JavaScript.
- Mentored 50+ contributors, reviewed 100+ PRs, and launched 20+ projects with full documentation and structured GitHub workflows.

**Fullstack Game Developer (Co-Founder)**, ASK Studios IND Feb 2025 – Present

- Developed and deployed cross-platform 2D/3D educational games using Unity and Godot.
- Led project management and implemented testing practices that reduced game-breaking bugs by 40%.

**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.
- Learned Google AdMob integration for in-game advertisements.

**Product Development Intern**, ApplyMyJob March 2025 – May 2025

- Built a scalable job scraper with Python, Selenium, and Crawl4AI for cross-platform listing extraction.
- Used ML for automation and accuracy, enhancing data reliability and reducing redundancy.

## 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

**hardsecnet** Github

- Built **HardSecNet**, a dual-OS framework for auditing, hardening, and GPT-powered security insights.
- Integrated real-time monitoring with Flask and React, enabling drift detection and system anomaly alerts.
- Tools : Python, Bash, Powershell

**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

### **Skills**

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**Languages:** Golang, Rust, C++ , C, Python, C# , HTML & CSS

**Technologies:** Unity, Godot, Linux, Shell Scripting, GitHub