

ATHARVA PATIL

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Software Engineer · Founder · Product Builder

SUMMARY

Software engineer and product builder focused on desktop applications, developer tools, and systems programming. Founder of Northbyte Studios, where I independently design, build, test, and ship privacy-first software: currently an encrypted vault, two Linux distributions, and a compiled programming language.

EXPERIENCE

Northbyte Studios — Founder & Independent Software Studio

2026 – Present · Navi Mumbai (remote-friendly)

- Own the full product cycle myself on every project below: direction, architecture, engineering, UI/UX, testing, and release.
- Every product ships on the same principles: no telemetry, trade-offs explained on-screen, free wherever the studio can afford it to be.

Freelance — Web, UX & Brand

2025 – Present

- Independent client work in web development, UI/UX, and 3D/VFX visualization, including a full production website build for a performing-arts academy (kalasadhana-navimumbai.in).

SELECTED PROJECTS

Nexus — Encrypted Personal Vault

Mar 2026 – Present · Windows Desktop

- Engineered a Windows encrypted vault using AES-256-GCM authenticated encryption and Argon2id key derivation, with Windows Hello as a secondary unlock.
- Zero telemetry, zero cloud: content stays encrypted at rest and exists decrypted only in memory while the vault is unlocked.
- Rebuilt the entire v11 interface (lock screen, media browser, credentials, notes, settings, updater) without touching the cryptographic core underneath it.

Mission OS — Privacy-First Linux Distribution

2026 – Present · Linux, GPLv3

- Building a privacy-first Linux distribution on Debian Stable and KDE Plasma, hardened automatically at install with no manual post-install script needed.
- Shipped an Open Beta using a customized Calamares installer with Rust-based system services applied automatically after install.

MINK — Programming Language

2026 – Released v1.0.1 · Rust, Apache 2.0

- Designed and built a compiler from scratch: lexer, parser, type system, optimizer, and native code generator, producing standalone executables with no external toolchain.
- 1928 compiler tests passing.

Pursue OS — Investigation-Focused Linux OS

2026 – Present · Linux, Apache 2.0

- Building a Linux OS for OSINT, DFIR, and evidence-driven investigation work, centered on two flagship surfaces: an Investigation Terminal and an Investigation Browser with integrated Tor.

Project Ascent — 2D Precision Platformer

Aug 2026 – Present · Godot 4

- Directed a 25-level, 5-act platformer from first playable to a full campaign with cross-platform exports (Windows, macOS, Linux, Web) in about a week.
- Built an 18-suite automated test process, including a reachability sweep that measures the player's actual jump envelope instead of trusting the configured jump height.
- Shipped to itch.io with Xbox and PlayStation controller support.

ADDITIONAL PROJECTS

Kanvaz — Electron visual reference workspace for VFX artists · MIT · v5.3.0, final release

Obscura — Lua AST toolkit for Roblox developers · MIT · v1.0.0, 340/340 tests passing

TECHNICAL SKILLS

LANGUAGES

C#, Rust, TypeScript, C / C++, JavaScript, Lua / Lua

FRAMEWORKS

.NET 8, WPF, Node.js, Astro, Qt / QML, Debian Linux

SECURITY

AES-256-GCM, Argon2id, LUKS2, TPM, Secure Boot, Windows Hello

TOOLS

Git / GitHub Actions, VS Code, FFmpeg, Cloudflare Pages

EDUCATION

B.Sc. Animation — D. Y. Patil University, Nerul, Navi Mumbai · 2025 – 2028, second year in progress

atharvapatil.tech/resume — updated 4 September 2026.