

Ashwin S

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EDUCATION

PANIMALAR INSTITUTE OF TECHNOLOGY

BE IN COMPUTER SCIENCE
May 2025 | Chennai, TN
CGPA: 8.0 / 10

SHRISHTI VIDYASHRAM

Grad. May 2021 | Vellore, TN
Percentage: 75

LINKS

Github:// [ashwin232003](#)
LinkedIn:// [ashwin2305](#)

COURSEWORK

Cybersecurity
Web Penetration Testing
Bug Bounty Hunter
Linux Tools and Bash Scripting
Machine Learning and Deep Learning
Data Analysis

SKILLS

PROGRAMMING

Over 1000 lines:
Python • Java • C
Familiar:
Linux • Burp Suite • OWASP ZAP •
MySQL

CYBERSECURITY

Network Security
Vulnerability Assessment
Penetration Testing
Security Analysis
Incident Response

LANGUAGES

English
Tamil

CERTIFICATIONS

HACK THE BOX | CERTIFIED BUG BOUNTY HUNTER

June 2024 - Present

- Gained skills in identifying and reporting security vulnerabilities.

GOOGLE | PROFESSIONAL CYBERSECURITY CERTIFICATION

June 2024 - July 2024

- Learned comprehensive cybersecurity principles and practices.

GUVI | MACHINE LEARNING AND DEEP LEARNING

May 2023 - June 2023

- Completed training in machine learning and deep learning techniques.

CISCO | NETWORK ESSENTIALS

March 2023 - April 2023

- Learned foundational networking concepts and skills.

VERZEO | CYBERSECURITY AND ETHICAL HACKING

April 2022 - May 2022

- Completed a course in cybersecurity and ethical hacking.

EXPERIENCE

PRECISION TECHSERVE PVT LTD | NETWORK SECURITY AND IT HELP DESK INTERN

July 2023

- Configured email in Outlook and Office 365 and DNS set up.
- Resolved employees' network issues and managed network security.

RESEARCH

PENETRATION TESTING TOOL FOR AI SYSTEMS | IN DEVELOPMENT

September 2024 - Present

- Developing a penetration testing tool for AI systems, focusing on identifying and exploiting vulnerabilities across all AI model attack surfaces, conducting comprehensive security analysis in Linux environments.

PROJECTS

RUBBER DUCKY May 2024

- Developed a wireless Rubber Ducky using Pico W for security research purposes.

AI NETWORK IDS September 2023 - October 2023

- Developing a Network IDS and Packet Analyser using machine learning and deep learning techniques to enhance cybersecurity.

HAND SIGN RECOGNITION July 2023 - August 2023

- Created a real-time hand sign recognition system using OpenCV and MediaPipe for recognizing American Sign Language.

GAME GESTURE CONTROL July 2023 - September 2023

- Implemented gesture control for car games using MediaPipe and OpenCV, allowing game interaction through hand movements.