

Ayushman Bilas Thakur

Kolkata, West Bengal, India | +919830048982 | ayushmanbthakur.com | ayushmanbilasthakur@gmail.com | github.com/ayushmanbt

PROFESSIONAL SUMMARY

Assistant Professor and Full Stack Developer with a strong foundation in Cybersecurity. Experienced in teaching undergraduate and postgraduate students, developing scalable web applications, and mentoring students in industry-relevant technologies.

Research Interests: Applied Cryptography, Operating Systems Security, Offensive Security, Social Engineering

TECHNICAL SKILLS

Languages : C, HTML5, CSS3, JavaScript, TypeScript, Python 3

Frameworks : React.js, Vue.js, Node.js, Flask, Django, ExpressJS, Bootstrap, Tailwind, PHP, MongoDB, SQL (MySQL)

Tools : Git, Docker, Postman, Github,

Game Development Tools : Godot, Unity, Asprite

EXPERIENCE

Assistant Professor II | *Adamas University, Barasat, India*

September 2024 – Present

- Instructed over 100 B.Tech, BCA, and MCA students in subjects including full stack development, cryptography, and core programming.
- Mentored pre-final and final year students in full stack development, emphasizing on backend development with Node.js and data persistence with MongoDB.

Grader - Advanced Operating System | *Arizona State University, Tempe, AZ, USA*

January 2023 – December 2023

- Evaluated 10+ coding assignments, 2 midterm exams and one final exam for over 80 graduate students across two semesters.
- Assisted students with understanding course material regarding operating systems and helped them setting up virtual machines.

Instructor | *Introduction Computer Center, Kolkata, India*

January 2021 – June 2022

- Taught programming fundamentals (C, C++, Java, Python, SQL) to 30+ students across diverse age groups focusing on logic building and practical problem solving

EDUCATION

Arizona State University

MS in Computer Science

GPA : 3.33

August 2022 – May 2024

Kalyani Government Engineering College

B. Tech in Computer Science and Engineering

CGPA : 9.4

August 2018 – July 2022

PROJECTS

The OTP Game | *React.js, CSS*

<https://theotpgame.netlify.app>

- Developed an interactive web-based game using React.js that challenges users to quickly enter and verify one-time passwords (OTPs) under time constraints.
- Utilized React hooks and functional components to build a responsive and engaging frontend interface.
- Deployed the application on Netlify, ensuring fast loading times and cross-device compatibility.

Odd n Even | *HTML5, CSS3, JavaScript*

<https://oddneven.netlify.app>

- Developed a browser-based game featuring swipe gestures, sound playback, and persistent high scores.
- Demonstrated ability to deliver a complete front-end experience with intuitive UI.

Shoot! Garbage | *Godot, GDScript, Poxel Art*

<https://headphn.itch.io/shoot-garbage>

- **Description:** Top-down browser-based arcade shooter created for the #TeamSeas game jam.
- Designed fast-paced shooting and collectible mechanics with an eco-friendly theme
- Developed responsive controls and deployed to itch.io for cross-browser play

FishOut | *Gamemaker Studio*

<https://headphn.itch.io/fishout>

- **Description:** Mouse-only survival game where a stranded fish must reach water before getting hit by garbage or eaten by sharks
- Developed unique movement using only mouse input.
- Implemented survival and collision logic, sound effects, and tension-based design.

RESEARCH

HONEYPOTT3R

doi.org/10.58257/IJPREMS39220

- **Full paper name:** HONEYPOTT3R: AN OPEN-SOURCE MULTI-LAYERED SECURITY ANALYSIS FRAMEWORK FOR HONEYPOT VULNERABILITY ASSESSMENT
- **Paper Authors:** Ayushman Bilas Thakur, Samrat Dey, Siddiqua Rahaman, Aditya Chaurasia
- **Paper Publish Date:** April 2025