# **BRANDON MARTINEZ**

S O F T W A R E E N G I N E E R

> D E V H A C K E R W E I R D O

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# SKILLS

- Agile Development
- Git
- ■MVC Design
- Wrote a sort alg in BrainF\*ck
- Offensive/Defensive Security
- NoSQL/SQL Databases
- Linux Nerd
- Reverse Engineering
- ■L(A|E)MP Stack
- Building Scalable Platforms
- Crypto Geek
- Regex Golfer

LANGUAGES

ENGLISH

BASH

JAVASCRIPT

GO (GO LANG)

PHP

PYTHON

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I've spent the last decade working with a myriad of technologies. These have ranged from older languages like Perl to the new fancy MVC/MVW Javascript frameworks like AngularJS and Meteor. I also have extensive experience in both offensive and defensive security for applications and systems. Currently I have been spending most of my time developing in GoLang, NodeJS, and AngularJS.

# ~\$ CD PROJECTS

### KEYBASE.IO GOOGLE CHROME EXTENSION ■ 2016

JS, ENCRYPTION, API CONSUMPTION

A simple chrome extension that leverages Private and Public PGP keys to encrypt and sign messages in a quick and efficient manner.

### SUSHIPHISH 2016

GO, SECURITY, AUTOMATION

A tool for aiding security researchers in their mission to discover and report Phishing websites.

### INTERACTIVE STACK 2014

JS, ASM, PHP, C

A tool designed to simulate and teach how stacks work by simulating assembly language in JS.

### ~ \$ HISTORY

# SECURITY CONTRACTOR AT REALTY MOGUL

Santa Monica, CA ■ Feb 2016

- + Responsible for white/black box testing service.
- + Discovered and delegated to remove new vulnerabilities an mitigate future ones.

# SENIOR DRUPAL ENGINEER AT CITRUS STUDIOS

Santa Monica, CA ■ 2014-2016

+ Took on large or auxiliary tasks that were out of scope of developer abilities

### DRUPAL ENGINEER AT CARD.COM

Santa Monica, CA ■ 2013-2014

- + Helped design proprietary modules and work flows.
- + Wrote utility tools to increase developer experience.

## DRUPAL DEVELOPER AT KOSS RESOURCE

Santa Monica, CA ■ 2011-2012

- + Core developer of the original team.
- + Designed data structures to handle large user base, based around Drupal's Entity system.