

# Andrew Johnson

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## About

SOC analyst with a Master of Engineering in computer science. One year total of experience in software engineering, software security, web development, and databases. Educated in operating systems, networking, and artificial intelligence.

## Professional Experience

### Intel Corporation – Hillsboro, OR

Software Application Engineer

June 2024 – November 2024

- Curated Intel version of open-source software repositories for improved security.
- Hardened internal open-source software by embedding C/C++ compiler flags.
- Implemented Python & Bash scripts to compile and execute software on Docker & Podman containers.
- Applied security patches to fix CVEs in software versions released up to 2 years ago.
- Peer-reviewed teammates' work for accuracy, quality, and compliance with guidelines.
- Wrote GitHub workflows for testing software and generating Debian distribution binaries.
- Prepared YML files with annotations for BDPA SBOM generation to alert users of patched software.

### The Billiard Shop – Beaverton, OR

Internet Business Manager

September 2023 – June 2024

- Created a PostgreSQL database of inventory, orders, and customer contact information, resulting in a reduction of paper records and an estimated savings of 16 work hours per month.
- Programmed Node.js website to view and edit entries in PostgreSQL database.
- Managed all customer sales, services, and customer satisfaction via email, in person, and phone.
- Created marketing materials including all online listings, photos, advertisements, and other media.
- Generated over \$67,000 in revenue as lead salesman for all online sales.

## Notable Projects

### Senior Project: Machine Learning & Web Development

September 2021 – June 2022

- Led a team of 4 students to develop a data-cleansing importer for Excel and CSV files.
- Implemented support vector machine learning to categorize transactions for Schedule F tax forms.
- Developed a web page for financial statement uploads using Python Django.

### Personal Project: Game Engine

July 2020 – January 2022

- Spearheaded the development of a 3D game engine with 3 colleagues, utilizing C++ and OpenGL.
- Directed development through flowcharts and documentation.
- Ensured cross-platform compatibility by adding compile scripts for both Windows and Linux.

## Skills

*Programming Languages:* Python, Bash, C++, JavaScript, Java, Rust

*Software:* Wireshark, Docker, PowerShell, Git, Visual Studio, Blender, QEMU

*Standards:* SQL:2023, HTML5, CSS 3, XML 1.1, OpenGL 3.3, TCP/IP, Universal Binary JSON

*Principles:* REST, Networking, Data Cleansing, Automated Testing

*Operating Systems:* Debian Linux, Ubuntu Linux, NixOS, Windows, macOS, Android

*Frameworks:* Scrum Agile Development, Django, Node.js, PostgreSQL

## Education

### Oregon State University – Corvallis, OR

Master of Engineering in computer science, 3.55/4.0 GPA

September 2022 – June 2023

Bachelor of Science in computer science, 3.73/4.0 GPA

September 2019 – June 2022

*Relevant Courses:* Cyber Attacks & Defense, Software Engineering 2, Machine Learning, Web Development, Digital Logic Design, Computer Graphics Shaders, Artificial Intelligence