

Shoeb Patel

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EDUCATION

NIT GOA

B.TECH. COMPUTER SCIENCE AND ENGINEERING

Expected April 2019

CGPA: 8.50/10

JNV WASHIM

SENIOR SCHOOL EXAM

PERCENTAGE:93%

SECONDARY SCHOOL EXAM

CGPA:10/10

LINKS

Github:// [CaptainFreak](#)

LinkedIn:// [ShoebPatel](#)

Twitter:// [@0xCaptainFreak](#)

Blog:// [CaptainFreak](#)

COURSEWORK

UNDERGRADUATE

Operating Systems

Database Systems

Object Oriented Programming

Computer Networks

Theory of Computation

Systems Programming

Computer Organization and

Architecture

MOOCS

Intro to Machine Learning

Neural Networks for ML

Node JS

Android Development

Burp Suite Mastery

API Hacking Secrets

SKILLS

PROGRAMMING

Over 5000 lines:

• C • C++ • HTML • CSS • JavaScript

Over 1000 lines:

• Python • Java • PHP

Familiar:

• NodeJs • SpringMVC • MongoDB • Shell

• MySQL

Relevant Skills:

• Algorithms • Data Structures • Web Development • WebApp Security •

Android • Git • Deep Learning

EXPERIENCES

GOOGLE May 2018 - present

Student Developer, OWASP foundation (Summer of Code 2018)

- Designed and developed CTF like vulnerabilities which resemble real word scenarios for intentionally vulnerable app "OWASP juice-shop".

PERITUS INFOSEC March 2018 - April 2018

Security Intern

- Developed Web Application in SpringMVC and AngularJS that was used in trainings as a Lab for showing critical and prevalent vulnerabilities and best practices of Web Security.

PROJECTS

EPSILON March 2018

- Android app to calculate volume of objects just by analyzing multi-view pictures.
- Selected for "Smart India Hackathon 2018 final Top-8".

DIFFJS Feb 2018

- A automation tool for monitoring changes in javascript files on target domains for reconnaissance purposes.

NEURAL-SONGCLASSIFIER Dec 2017

- Designed Deep Convolutional Neural Network trained on Spectrograms of monaural versions of songs for genre based classification. Accuracy: 99.5%.

COMPETITIVE PROGRAMMING LEADERBOARD Oct 2017

- Designed and Developed webapp using NodeJS for Computing overall percentile in Competitive programming community according to users prowess on Codeforces, Codechef, Topcoder, Hackerrank, Hackerearth combined.

PINGPONG MULTIPLAYER Aug 2017

- Implemented a 2D PingPong multiplayer game by tunneling game protocol over UDP for playing over local network. Server-Client was written in C sockets and game was written using SDL.

GENETIC ALGORITHM FOR GAMEBOTS Feb 2017

- Implemented a GameBot in python that learns to play "Flappy Bird" using Artificial Neural Network and Genetic algorithm.

PET PROJECTS

- CNN Model for Digit Recognition • Portfolio and College Fest Websites • Recon wrapper script • Tic Tac Toe game • ChessFreak • Assembler for SIC-XE

OPEN SOURCE

CONTRIBUTIONS

- OWASP Juice Shop • freeCodeCamp • OWASP Zap • Quill

VOLUNTEER

2017-present

2017-2018

2017-2018

2016-2017

President

Student Ambassador

TechLead

Coordinator

NITGOA Programming Chapter

HackerEarth

Technival-2k17

CodeChef