

GREGORY SINAGA

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EDUCATION

University of California, Irvine

Irvine, CA

B.S. Computer Science & Engineering; B.S. Mathematics – GPA: 3.88

September 2019 – June 2023

- **Courses:** Algorithms, Data Structures, Operating Systems, Formal Language & Automata, Parallel Computing (Graduate), Digital Signal Processing, User Interaction Software, Beyond SQL Data Management
- **Honors:** Dean's List, Tau Beta Pi (TBP) Honor Society, Math Honors Program

EXPERIENCE

CrowdStrike

Remote

Cloud Test Engineer Intern - ITSecOps

June 2022 – Present

- Transitioned previous **Python** SDET candidate testing application run via **Shell** script on single **AWS EC2** instance and local **ElasticSearch** instance to **Terraform**-deployed **Golang microservice** equipped with multi-tenancy, load balancing, and endpoint monitoring via **Grafana** and **Splunk**
- Migrated container images of Spotlight services to Ubuntu 20.04, following Ubuntu 18.04 EOL
- Added functionality to **Golang** CLI tool to automate and change the processing of OVAL XML files into usable files for Spotlight from being platform-specific to platform-agnostic

University of California, Irvine

Irvine, CA

Undergraduate Reader

September 2022 – Present

- Graded assignments and exams for lower-division **ICS 6B** (Boolean Algebra & Logic) and **ICS 6D** (Discrete Math for CS) with **200+** students
- Worked with course staff to review assignment and exam problems and ensure sufficient content difficulty

CodePath

Remote

Cybersecurity Tech Fellow

January 2023 – April 2023

- Selected to be Tech Fellow to help in CodePath's introductory cybersecurity course serving **250+** students
- Worked with **10+** students actively to ensure they were able to complete assignments and projects
- Reviewed cybersecurity lab assignments involving the use of **Kali VM** to understand common problems students may face

U.S. Department of Energy: CyManII

Irvine, CA

Undergraduate Researcher under UC Irvine

September 2021 – January 2023

- Developed software engineering productivity tooling in order to facilitate rapid development for CyManII researchers and collaborators
- Implemented reusable project templates via **Python Cookiecutter** based on reference implementation of a 12-factor **Golang** microservice communicating with sensors and **PostgreSQL** database
- Linted, tested, packaged, and deployed tooling to **Azure Kubernetes** cluster via Gitlab CI/CD

PROJECTS

2035 - Climate VR Game | Unity, C#

September 2022 – Present

- Developed a escape room VR game in Unity to educate players on the effects and causes of climate change with an initial team of 7 students, now expanded to **30+** students
- Worked and lead programming subteam on first room of puzzles of three, communicating with other departments on the desired vision for implementation
- Setup build automation on Github CI/CD for Quest 2 and PCVR for ease of testing and deployment

TECHNICAL SKILLS

Advanced: Golang, Python, C/C++, Git, MATLAB, Arduino, Jupyter, Lua, OpenAPI Development, Unix, Digital Signal Processing

Familiar: JavaScript, Typescript, C#, SQL, AWS, Elasticsearch, Java