Joseph Mangapit

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Objective

I'm currently pursuing a master's degree in computer science at UCR, specializing in computer security and AI. With a keen interest in areas such as software security and NLP, I am passionate about leveraging technology to address emerging cybersecurity challenges. Eager to apply my knowledge and skills, I'm committed to learning and adapting quickly to meet the needs of your organization and contributing to the advancement of technology.

Education

University of California, Riverside – Projected Graduation Dec. 2024
Master of Science in Computer Science
Overall GPA: 3.45
University of California, Riverside
Bachelor of Science in Computer Science W/ Business Applications (CSBA)
Overall GPA: 3.78 (Cum Laude)

Special Skills

Languages: C++, Python, JavaScript, PSQL, HTML, Java, LC-3 Assembly, G-Test
Certifications: MS Word, Excel, PowerPoint
Top General Skills: Reliable Interpersonal & Technical Communication, Adaptability, Time Management

Experience

Artificial Intelligence Teacher Assistant - Riverside, CA
Teacher Assistant - Mar 2024 - Jun 2024
- Increased student grades up to 20% by preparing and leading weekly discussion sessions.
- Improved student engagement by 15% through rapid grading and smooth communication.
- Assisted in developing course materials and providing technical support during labs.

BitSecurerLab - Riverside, CA
Research Intern - Apr 2023 - Present
- Learned and applied reverse engineering techniques using Ghidra for binary analysis.
- Developed a visualization tool that improved clarity of connected functions & memory objects by 25%.

Boba Tea House - Riverside, CA
Kitchen Member - Sep 2019 - Dec 2019
- Increased customer satisfaction by 10% through timely orders and friendly attitudes.

Projects

Automatically Jailbreaking Black-Box LLMs (https://github.com/Badminininja/TreeOfAttacks)
- Achieved a 44% jailbreak capability against a state-of-the-art LLM.
- Utilized LLM APIs and related libraries: OpenAI, FastChat, Replicate, Accelerate and wandb workflow.

DeepDiWeb (https://github.com/kennygchen/deepdiweb/tree/force-graph)
- Developed a full-fledged Online Disassembler (BitSecurerLab)
- Bridged the technical communication gap between my team's current abilities and our expectations.
- Helped create a 3D force-graph for ease of use using Vue as the framework.

Crashed and Deserted (https://github.com/Badminininja/FinalProject)
- Developed a text-based adventure game.
- Practiced proper use of G-Test and implemented design patterns: Strategy, Abstract Factory, Singleton.

Website (https://Badminininja.github.io) (Work in Progress)