

Joseph Mangapit

(240) 274-1367

Josephnm911@gmail.com

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: 3.9

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, Presentations, Patience

Experience

BitSecurerLab (current) - Riverside, CA

Research Intern - April 2023 - Present

- Learn and apply reverse engineering through the process of binary analysis with Ghidra.
- Create a visualization tool of connected functions and memory objects for decompiled code.

Boba Tea House - Riverside, CA

Kitchen Member - Sep 2019 - Dec 2019

- Created food and tea for the establishment in a timely manner.
- Increased customer satisfaction by 10% through timely orders and friendly attitudes.

Kadima Security Services - Van Nuys, CA

Help Desk - Sep 2013 - Sep 2016

- Managing calls, files, letters, research, and organizing the office and employees.
- Increased employee satisfaction by 30% by expediting transactions in the office with research.

Projects

DeepDiWeb (<https://github.com/kennygchen/deepdiweb/tree/force-graph>)

- Full-Fledged Online Disassembler (BitSecurerLab)
- Bridged the technical communication gap between our abilities and expectations.
- Helped create a 3-d force-graph for the dissembler for ease of use. Used Vue for the framework.

Crashed and Deserted (<https://github.com/Badminininja/FinalProject>)

- A text-based adventure game. Practiced proper use of G-Test and with the following design patterns: Strategy, Abstract Factory, Singleton.

Citrus Hack 2021 (<https://github.com/hscottvo/MALdoro>)

- First time using python and mainly worked on the front-end of the development. I offered insight as well as reviewing the back end of development.

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

- Contains additional projects I worked on as well as more information about myself.