

# 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](#)

BugCrowd:// [CaptainFreak](#)

Hackerone:// [Oxcaptainfreak](#)

## COURSEWORK

### UNDERGRADUATE

Operating Systems

Database Systems

Object Oriented Programming

Computer Networks

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 - August 2018

Web Security Intern, 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.

### GENETIC ALGORITHM FOR GAMEBOTS Aug 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

## HALL OF FAMES

• Oracle • DataDog • Jyve • GVC Group • Smule • BBM (Creative Media Works)  
• VideoAmps

## OPEN SOURCE

### CONTRIBUTIONS

• Metasploit • OWASP Zaproxy • OWASP Juice Shop • Subfinder  
• Reconnoitre • NoSQLMap • GitDump • freeCodeCamp

## VOLUNTEER

2017-present

President

NITGOA Programming Chapter

2017-2018

Student Ambassador

HackerEarth

2016-2017

Coordinator

CodeChef