

# 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

Network Security

CryptoGraphy

Computer Networks

Operating Systems

Database Systems

Object Oriented Programming

### MOOCS

Burp Suite Mastery

API Hacking Secrets

PentesterLabs

Intro to Machine Learning

NodeJS

Android Development

## 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.

### HACKERONE & BUGCROWD December 2017 - present

Bug Bounty Hunter

- Participated in multiple Private and Public Bug Bounty Programs maintaining perfect Signal of 7.0 with 100% accuracy and gaining several Hall of Fames.

## PROJECTS

### 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

• U.S. Department of Defense • Oracle • Dell • Intel • Salesforce • Marks and Spencer • Mulesoft • DataDog • Grofers • UptyCS • Jyve • GVC Group • Smule • BBM

## OPEN SOURCE

### CONTRIBUTIONS

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

## VOLUNTEERING & ACHIEVEMENTS

2019

2017-present

Attendee

President

BountyCon-Facebook Hacking Event

NITGOA Programming Chapter