Colten Shirey

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Website: https://coltenshirey.github.io/Portfolio-Website/index.html

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Senior university student with computer science background and hundreds of classroom hours in programming, database management, and cybersecurity fundamentals. Seeking to leverage newly-minted skills to become the next **** intern at ****.

Education:

California State University Stanislaus   Expected Graduation: 2021
- BA Computer Science, Concentration: Cybersecurity
- Coursework includes: *Data Structures and Algorithms, Database Management, Cyber Security Fundamentals, Operating Systems, Communication Networks, Computer Programming, Assembly Language and Computer Architecture, Computer Organization, Programming Languages, Discrete Structures, Professional Ethics, Coding and Information Theory.*

Center for Advanced Research and Technology (CART)   Fall 2015 – Spring 2017
- Graphic Design
- Interactive Game Design

Center for Advanced Research and Technology (CART)   Fall 2015 – Spring 2017
- Coursework included: *Web Design I, II, and III (with Angular).*

Skills:

- Java
- C++/#
- HTML/CSS
- Unity Game Engine
- Php
- Data Structures
- MySQL
- Javascript
- Windows
- OS/Linux
- Photoshop

Experience:

Key achievements (classroom and personal IT projects)   August 2017 – Present
- Replicated the 2019 CapitalOne SSRF attack.
- Designed mock SQL database for videogame marketing teams and advertisers.
- Created a mock banking system to showcase implementation of data structures.
- Developed networking skills through creation of an online video game (Chicken Shooter).

Stanislaus State Music Event Setup Technician   June 2019 – Present
Set up and run music events at CSU, Stanislaus.

Tutor for kids interested in Game Design   May 2017
Tutored elementary school kids wanting to learn video game design. Taught very basic c# in the unity game engine.