Daniel B. Chen

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github.com/DChen7

EDUCATION

University of Maryland, College Park Class of 2017
B.S. Computer Science 3.97 GPA
B.A. Economics
Honors Program - Advanced Cybersecurity Experience for Students
Banneker/Key Scholar (Full scholarship awarded to top 1% of incoming class)

EXPERIENCE

Maryland Cybersecurity Center – Research Intern Jun 2014 – Present
- Wrote R script that uses machine learning techniques to detect cyber attacks in web server log files

UMD CATTLab – Software Engineer Intern Nov 2013 – Present
- Used Java and Spring MVC to code the backend of a RESTful web service that takes raw data from transportation agencies and turns it into useful information about bottlenecks, traffic accidents, and more
- Implemented Spring MVC controller to serve images and videos from traffic cameras
- Set up Spring Security filters to assign appropriate permissions to users

ACES Cybersecurity Competition Team – Team member Oct 2013 – Present
- Practiced exploiting vulnerabilities such as data tampering, SQL Injections and Cross-Site scripting
- Analyzed packet capture files to detect malicious attacks using Wireshark
- Reverse-engineered binary executables using IDA
- Competed in various cybersecurity competitions, such as National Cyber League and Kaizen CTF

PROJECTS

Tennis Predictor Dec 2014 - Present
- A web app that uses logarithmic regression to predict the outcome of tennis matches. Built with Python's Scikit-learn library and Flask

MyOwn Drums Oct 2014 – Present
- Developed an Android application that interfaces with the Myo gesture control armband to simulate a virtual drumset

Honeypot Design Jan 2014 – May 2014
- Created intentionally vulnerable containers in OpenVZ for use as high interaction honeypots
- Set up Snoopy Logger to log keystrokes of malicious intruders
- Designed cron jobs to perform routine maintenance
- Wrote bash scripts to process log files and transfer them remotely from Honeypot VM to a Data VM

Autonomous Hovercraft Sep 2013 – Dec 2013
- Worked with a team of 10 students to build an autonomous hovercraft to navigate an obstacle course
- Designed circuits and programmed in Arduino language to control hovercraft

SKILLS

Programming Experience: Java, Spring Framework, Python, R, Bash, C, Ruby, PostgreSQL, Git
Operating Systems: Windows 7, Mac OS, Linux (Kali, Ubuntu)