Gauge Hartwell

Gmhartwell16@gmail.com / https://www.linkedin.com/in/gauge-hartwell/ / https://github.com/Hartwelg

Experience

Viewpoint — Portland, OR
Application Support Specialist — *August 2021 – Present*
- Provided application support for the Vista and HFFS platforms provided to customers by Viewpoint.
- Handled customer cases using Salesforce.

Education

Oregon State University — Corvallis, OR
Bachelor of Science in Cybersecurity — *Sept. 2018 – June 2021*

Chemeketa Community College — Salem, OR
Associate of Science in Computer Science — *Sept. 2016 – June 2018*

Projects

Scapy Port Scanner / *Python, Scapy* — November 2020
- Created a port-scanning script in Python with the Scapy library
- Functionality is intended to replicate that of nmap
- Includes functions to find the top 100 tcp and udp ports on a target url (tested only on scanme.nmap.org)
- Also includes tcpConnect() scan function and a function for scanning a subnet within a given ip address or a range of ip addresses

Boats and Owners API / *Python, Flask, JavaScript, Google Cloud Platform* — December 2020
- Developed a web application using Flask serving a REST API
- Implemented Google OAuth to get user's credentials for API usage
- Used Postman API to test API functionality with around 100 requests, with at least two tests per request

Unity Fighting Game / *Unity 3D, C#, Git* — September 2020 – Present
- Developed a 3D fighting game in Unity 3D along with three of my colleagues
- Implemented several features including: Initial implementation of enemy and enemy AI, healing items, inventory system, pause menu, and player death menu
- Project worked on an Agile workflow basis, but then moved into a Waterfall workflow as it progressed, as Waterfall worked better for the purpose of the project
- Contributed at least 80% of project documentation in the form of readme files and code references

Password Strength Checker / *Python* — December 2020
- Developed a password strength checking tool in Python that computes the bits of entropy of a given password

Dominion card game / *C, C++* — September 2019 – December 2019
- Developed code for opponent logic within the card game
- Developed code for five card within the game
- wrote unit and random tests for both opponent AI and correct card function

Technical Skills

Languages: C, C++, Python
Frameworks: Flask, WordPress, Scapy
Developer Tools: Git, Docker, Google Cloud Platform, VS Code, Visual Studio
General Tools: Wireshark, VMware, Proxmox
Libraries: NumPy, Google OAuth2.0