Cameron Young

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LinkedIn



EDUCATION

George Mason University • Fairfax, VA • August 2019 – May 2025 Bachelor of Science in Information Technology Minor in Computer Science

SKILLS

Programming C#, Java, Python, JavaScript / TypeScript, HTML, CSS, PHP, PowerShell, Bash

Database MySQL, SQLite, PostgreSQL

Frameworks / Tools NodeJS, ReactJS, NextJS, TailwindCSS, Flask, Material UI, PostCSS, Bootstrap Ubuntu Linux, Windows (Azure AD and LDAP automation scripting experience)

Software Atlassian Suite, Git, VMWare, Docker, Docker Compose, CyberArk

Management Agile Methodologies (Scrum), Open-source collaboration

WORK HISTORY

Software Engineering / IT Automation Intern IV • BAE Systems, Inc. HQ • May 2024 – Aug. 2024

- Offered a part-time return role for the following school semester with prospects of full-time hire post grad.
- Created an app to view critical internal information (see page 2: <u>CyberArk Insights</u>).
- Created an app to interact with multiple internal LLMs (AI chat bots) (see page 2: <u>CodeMonkey</u>).
- Converted scripts from Batch to PowerShell and decreased their combined run times by orders of magnitude.
- Designed, developed, and documented an email template that is currently being used in the automated email pipeline.
- Assisted in emergency efforts to resolve the **2024 CloudStrike BSODs** on company machines.
- Technology: JavaScript/TypeScript, NextJS, ReactJS, TailwindCSS, PowerShell, Azure AD, LDAP, CyberArk API

Freelance Game Developer • Nov. 2020 – Jan. 2024

- **Self-starter** From ground zero in 2020, became a well-known content creator and software developer for a large online community of **23,000+ members** for an online platform having almost **9 million registered users**.
- One of the platform's official development teams **invited me to be a consultant** due to the innovation, leadership, community relations, and technical expertise that I demonstrated while actively developing my content.
- From year one, generated personal income exceeding \$100,000/yr. by marketing my products to 23,000+ customers.
- Through multiple product promotions, donated over \$50,000 to charity (see INVIDUALS on p.6 of this 2021 donations report).
- Managed several subject matter experts within the community to collaboratively develop various products.
- Additionally produced multiple, popular, free products used by thousands see page 2: Bitwatch VR as an example.

Cyber DevOps Software Engineering Intern II • BAE Systems, Inc. HQ • Aug. 2019 – Jan. 2020 **IT Automation Intern II •** BAE Systems, Inc. HQ • May 2019 – Aug. 2019

- VP of IT at BAE personally offered me a full-time role and full ride to my university for my contributions.
- Created an app that is **still actively deployed** in BAE's cyber threat detection pipeline as of 2024 (see page 2: <u>Racoon</u>).
- Lead the design and development of a Windows system performance testing tool that accurately diagnosed bottlenecks on Windows systems System Administrators using this tool reported **time savings exceeding 75%** over past methods.
- Created a tool to automate the migration and compliance process of hundreds of Windows systems across secure networks, saving countless hours of manual work.
- Technology: PowerShell, MySQL, JavaScript, HTML/CSS, ReactJS, Python, Docker, Windows AD, LDAP

SOME PROJECTS

(more with documentation and demos on CameronAYoung.dev and github.com/ItsNotCam)

CodeMonkey • BAE Systems, Inc. • Web app - Actively deployed in BAE Systems, Inc. 's network

- Designed and developed a front-end web app to interact with an internal AI chat bot.
- Technology: NodeJS, ReactJS / SolidJS, TypeScript / JavaScript, TailwindCSS

CyberArk Insights • BAE Systems, Inc. • Web app – Currently actively deployed in BAE Systems, Inc. 's network

- Full stack web app that pulls and displays 20,000+ database entries and shows important statistical data that is used in major data reporting and internal statistics meetings.
- Allows for instantaneous filtering of data, and the page loads all 20,000+ entries in less than 1 second.
- Comprehensive high- and low-level documentation provided including information relating to the tech stack, setup, building, and deployment of the app.
- Developed a custom PowerShell script to install dependencies, build, and deploy the app to Windows IIS.
- Technology: NodeJS, ReactJS, NextJS, TypeScript / JavaScript, TailwindCSS, PowerShell, Windows IIS

Raccoon • BAE Systems, Inc. • Web app - Actively deployed (2024) in BAE Systems, Inc.'s cyber threat detection pipeline

- A full stack web app developed for BAE Systems, Inc.
- **Dissects packet capture files** to find flagged data within web requests and stores their contents in a database.
- Has a **front-end user interface** and exposes a **REST API** to be integrated into the threat detection pipeline.
- **Technology**: Python, JavaScript, SQL (SQLite), Flask, ReactJS, Material UI, Bootstrap, Zeek, Docker, Docker Compose, HTML, CSS

Bitwatch VR • Online Community • C# app - Connects the virtual and physical worlds

- A "smart watch" that interacts with the real world to obtain time, date, weather, heart rate, and some hardware-related information and displays the data on an interactable watch on the user's virtual wrist.
- One of several **solo developed apps** related to my freelance operation.
- Developed for a large online community of 23,000+ members for a platform that has nearly 9 million registered users.
- Technology: C#, REST, Web Sockets, Multithreading, several 3D modelling, artistic, and creative tools

Google Drive Clone • Personal • Web app – Users upload, download, and share files with a sleek UI

- A locally hosted, containerized, full stack cloud file sharing web application that allows users to upload, download, and share files.
- Implements user login, token-based sessions, and several database models and relations.
- Technology: NodeJS, ReactJS, NextJS, TypeScript / JavaScript, MySQL, Docker, Docker Compose

Pokescrape • Personal • Web scraper – Pulls data and inserts it into a PostgreSQL database

- Scrapes PokemonDB for information about Pokemon (characters in a popular video game franchise) and their moves, abilities, and traits.
- Stores the data in a PostgreSQL database that makes use of several entities and relations to facilitate granular control
 over its data.
- Makes use of complex database models and relations ERDs available in the project's <u>README</u>.
- **Technology:** Python, PostgreSQL