
Objective: To attain a full-time position in the field of Computer Science

EDUCATION

Virginia Tech, Blacksburg, VA.

B.S., Computer Science, GPA: 3.2/4.0

Citizenship: United States

Expected graduation: Spring 2020

SKILLS

Software: VM VirtualBox, Eclipse, PuTTY, Microsoft/Libre Office, Wireshark, Angular, GitHub Desktop

Programming Languages: Java, JavaScript, TypeScript, Julia, C, Python, MATLAB, Max/MSP, Scala, Swift

Operating Systems: Windows (XP – 10), Ubuntu Linux Desktop, MacOS, Kali Linux, CentOS 7

Languages: Spanish (10+ years – experience living in Mexico), French (2 years)

RELEVANT EXPERIENCE

(2019) **GenCyber Teaching Assistant** (Virginia Tech): TA for a week-long camp designed to teach High School teachers about computer security. I answered teachers' technical questions and helped ensure they would complete the course exercises.

(2018) **CyberLeaders Program**, Hume Center (Virginia Tech): Semester-long interdisciplinary research program about both the policy and engineering challenges of cybersecurity.

(2017-Present) **CaughtUp LLC (Beta) Social Media App**: Full-Stack development and founder of the social media startup CaughtUp LLC. In charge of development of the Angular Web application, webmaster for www.caughtup-app.com and brand designer.

(2014) **Cyber-Security in Healthcare**, (Marymount University): Summer introductory program, teaching the basics of cybersecurity in the context of healthcare.

ACHIEVEMENTS

(2018) CyberLeaders Scholarship, Hume Center, Virginia Tech

(2018) Intelligence Community Center of Academic Excellence, Hume Center, Virginia Tech

(2018) "VT Spring Kickstart" \$200 prize for CaughtUp (Beta) Social Media App, Virginia Tech

(2018) "VT Entrepreneur Challenge" Semifinals – CaughtUp (Beta) Social Media App, Virginia Tech

(2015) "Startup Weekend" 2nd place – "Sundial Shades" project. TechShop, Arlington, VA.

(2015) Under-18 USA National Dragon-Boat Team, IDBF 12th World Dragon Boat Racing Championships, Ontario, Canada

ADDITIONAL COURSES

CyberLeaders Capstone: Interdisciplinary research and analysis of regulation and industry standards. I used NLTK to implement a basic Naïve Bayes Classifier, with the objective of spotting "Fake News."

Internet Law: Study of the international legal environment and regulation of the electronic world.

Crime & Conflict in Cyberspace: Exploration of the cyber threat landscape and the evolution of security, privacy and safety.

Federal Cybersecurity Policy: Exploration of how the government develops new cybersecurity regulations and policies.

Computer Music & Multimedia: Algorithmic creation of multimedia content and design of audio-visual interactive systems. I used the video library Jitter to create a basic neural network in a visual programming language designed for music.

Linux Laptop Orchestra (L2Ork): Participation in an instrumental music performance ensemble embracing the use of technology.

EXTRACURRICULARS AND ACTIVITIES

(2019) Microsoft AI Gaming event

(2017-2018) Log Archive and Analysis Research Group (LAARG, IT Security Lab)

- Aided with the collection of ground truth data for a network visualization project (using geospatial data and machine learning to predict cyber security threats).
- Attended seminar meetings discussing problems in the domain of Network Security

(2017-Present) Cyber Security Club

- High-level discussions of relevant cyber topics with expert guest speakers
- Participation in capture the flag events (CTF)

(2017) "AWC Introduction to Arduino Hackathon"

(2016-2017) Intramural Soccer