LUIS ANGEL
CABRERA HERNANDEZ

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GitHub Projects: https://luis-c.github.io/

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: VirtualBox, Eclipse, PuTTY, Office, Wireshark, GitHub Desktop, Visual Studio Code, Angular, Firebase
Programming Languages: Python, TypeScript, Java, JavaScript, Julia, C, MATLAB, Max/MSP, Scala, Swift
Operating Systems: Windows, MacOS, Ubuntu Desktop, Kali Linux, CentOS 7
Languages: Spanish (10+ years – experience living in Mexico), French (2 years)

RELEVANT EXPERIENCE

(2019) **GenCyber Teaching Assistant** (Virginia Tech): was a 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): Took additional courses in a semester-long interdisciplinary research program about both the policy and engineering challenges of cybersecurity.
(2017-Present) **CaughtUp LLC (Beta) Social Media App**: Full-Stack developer and founder of the social media startup CaughtUp LLC. In charge of development and deployment of the Angular Web app, webmaster for www.caughtup-app.com and brand designer.
(2014) **Cyber-Security in Healthcare,** (Marymount University): Took a summer introductory program, teaching the basics of cybersecurity in the context of healthcare. Experimented with tools such as Wireshark and John the Ripper.

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: Used machine learning tools such as NLTK to implement a basic Naïve Bayes Classifier in Python, with the objective of spotting "Fake News."
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: Studied the algorithmic creation of multimedia content and the design of audio-visual interactive systems. Used the video library Jitter to create a basic neural network in a visual programming language designed for music.
Linux Laptop Orchestra (L2Ork): Participated in an instrumental music performance ensemble embracing the use of technology.

EXTRACURRICULARS AND ACTIVITIES

(2019) Microsoft AI Gaming event: Won a tournament round utilizing Microsoft Azure AI technologies.
(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 relevant to the University

(2017-Present) Cyber Security Club

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

(2017) "AWC Introduction to Arduino Hackathon"
(2016-2017) Intramural Soccer