

# Mohit Ballikar

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Cybersecurity professional with advanced CompTIA and ISC2 certifications, including CASP+ and CSIE. Experience in threat intelligence and analysis using the MITRE ATT&CK framework. Combining strong technical development background with focused cybersecurity expertise.

## EDUCATION

<b>Western Governors University</b> <i>Master of Science in Cybersecurity and Information Assurance</i>	Nov. 2024 – Mar. 2025
<b>University of Central Florida</b> <i>Bachelor of Science in Computer Engineering</i>	Aug. 2020 – Aug. 2024

## CERTIFICATIONS

**CompTIA SecurityX/CASP+ | CompTIA Secure Infrastructure Expert (CSIE) | CompTIA Pentest+ | CompTIA Cybersecurity Analyst (CySA+) | CompTIA Security+ | ISC2 Certified in Cybersecurity**

## EXPERIENCE

<b>Threat Intelligence Intern</b> <i>Travel + Leisure Co.</i>	May 2024 – Aug. 2024 <i>Orlando, FL</i>
<ul style="list-style-type: none"><li>Investigated threat actors utilizing the MITRE ATT&amp;CK framework, analyzing 10+ threat profiles weekly</li><li>Weekly involvement in RH-ISAC intelligence meetings, used information in distributing threat bulletins</li><li>Collaborated with other cyber operations and incident response teams within information security</li><li>Responsible for weighing TTPs and vulnerabilities researched against company practices and systems</li><li>Presented findings to peers and IT leadership</li></ul>	
<b>Threat Intelligence Intern</b> <i>Deutsche Bank</i>	June 2019 – July 2019 <i>Jacksonville, FL</i>
<ul style="list-style-type: none"><li>Utilized Silobreaker to report on daily threats to the organization, monitoring over 30 threat sources</li><li>Mapped and detailed attacks/threats with the MITRE ATT&amp;CK framework</li><li>Hands-on experience with a simulated cyber-attack exercise within a SOC which was presented to county officials</li></ul>	

## PROJECTS

<b>Embedded Board Game</b>   <i>C/C++, Python, Git, Embedded Systems, Sensors</i>	Jan. 2024 – Aug. 2024
<ul style="list-style-type: none"><li>Project manager, delegated responsibilities and communications within group as well as resource acquisition</li><li>Utilized micro-controller technology to track sensor and LED response</li><li>Designed and maintained front-end and back-end for game engine on Raspberry Pi</li><li>Presented successes and design to committee of ECE professors</li></ul>	
<b>HolyCScheduling</b>   <i>C/C++, HolyC, Assembly, Linux, Git</i>	July 2023 – Aug. 2023
<ul style="list-style-type: none"><li>Learned and manipulated kernel-level code in a virtual environment</li><li>Utilized scheduling algorithms in C</li><li>Presented on the efficacy of the environment to peers</li><li>Used Git to summarize and document the process, to allow for future additions</li></ul>	
<b>Contact Manager</b>   <i>JavaScript, HTML/CSS, MySQL, MongoDB, PHP, Git</i>	Aug. 2022 – Dec. 2022
<ul style="list-style-type: none"><li>Full-stack application utilizing the LAMP stack</li><li>Worked in a team to meet and establish goals following the Agile model</li><li>Oversaw and implemented the back-end database as well as expanding to MongoDB</li></ul>	

## TECHNICAL SKILLS

**Network/Security Tools:** CrowdStrike, ServiceNow, Splunk, Wireshark, Packet Tracer, Nmap  
**Languages:** Python, C/C++, Java, Haskell, MySQL, JavaScript/TypeScript, HTML/CSS, MIPS32/MIPS64, MATLAB  
**Developer Tools:** Visual Studio Code, Git, Google Cloud Platform, Visual Studio, IntelliJ, Eclipse  
**Embedded/Hardware:** STM32Cube, Fusion 360, Autodesk Eagle, Verilog, Code Composer Studio  
**Libraries/Frameworks:** scikit-learn, pandas, NumPy, Matplotlib, React, Node.js