

MUSDAF HIRSI

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github.com/Musdaf-Hirsi | [Portfolio](#)

OBJECTIVE

- Motivated Computer Science student specializing in cybersecurity, seeking internship experience in vulnerability analysis, secure system configuration, and IT support. Strong hands-on experience with Linux, networking, and cybersecurity lab environments.

EDUCATION

Queen's University Sep 2022 – Present
B.A. in Computer Science *Kingston, ON*

Ubinifu College Apr 2021 – Jul 2022
CodeHive Software Development Program *Nairobi, Kenya*

TECHNICAL SKILLS

- **Languages:** Python, C, Java, SQL, JavaScript
- **Frameworks:** Flask, Django, React, Next.js
- **Cybersecurity / Tools:** Linux (Ubuntu), Bash, Wireshark, Nmap, Burp Suite, VirtualBox, PuTTY
- **Developer Tools:** Git, GitHub, GitLab, Jira, Confluence, VS Code, PyCharm, IntelliJ, Eclipse
- **Databases:** PostgreSQL, SQLite

EXPERIENCE

IT Student Technician May 2023 – Aug 2023
Housing & Ancillary Services, Queen's University *Kingston, ON*

- Installed, configured, and troubleshooted university workstations, printers, and classroom IT equipment.
- Assisted with network device setup, connectivity checks, and basic switch port diagnostics.
- Ensured device compliance with university security standards and software imaging requirements.
- Provided front-line IT support for students, faculty, and staff with clear, beginner-friendly explanations.

WUSC Local Committee Volunteer Sep 2023 – Present
Queen's University *Kingston, ON*

- Helped new WUSC scholars navigate settlement, orientation, and academic onboarding.
- Supported newcomers with course registration, residence setup, and accessing campus resources.
- Participated in planning cultural and academic support events to improve scholar integration.

Household Data Enumerator Jan 2020 – Dec 2020
Save the Children *Dadaab, Kenya*

- Collected household survey data on living conditions, sanitation, and child well-being.

- Maintained high accuracy and confidentiality while working with diverse communities.
- Collaborated with field teams to support program assessment and reporting.

Teaching Staff Sep 2021 – Dec 2021
Bushra High School *Dadaab, Kenya*

- Taught mathematics and physics, preparing structured lessons for mixed-ability classrooms.
- Provided after-school tutoring that improved student performance in core subjects.

PROJECTS

Password Strength Analyzer 2025
Python / Flask — [Live Demo](#) *Kingston, ON*

- Built a web app that evaluates password strength using entropy calculation, pattern detection, and breach database checks.
- Implemented real-time feedback with strength meter and specific recommendations for improvement.
- Deployed on Render with responsive UI for desktop and mobile users.

Phishing URL Detector 2025
Python / Flask / ML — [Live Demo](#) *Kingston, ON*

- Developed a machine learning-based tool to classify URLs as legitimate or phishing.
- Extracted features including URL length, domain age, HTTPS usage, and suspicious patterns.
- Achieved high accuracy using Random Forest classifier trained on labeled phishing datasets.

Cybersecurity Labs (SEED Labs) 2024 – 2025
Queen's University *Kingston, ON*

- Completed hands-on labs in buffer overflow, XSS, secret-key encryption, DNS spoofing, and password cracking.
- Executed controlled cyberattacks in isolated Linux environments to analyze vulnerabilities.
- Configured mitigations such as input validation, memory-safe C functions, and secure DNS settings.
- Produced detailed reports documenting attack steps, observations, and recommended defenses.

Siege of Morrofeld — Tower Defense Game 2025
C++ / Unreal Engine *Kingston, ON*

- Developed five modular tower subclasses (AOE, HeavyHitter, Penetrator, Slow, Basic) using object-oriented C++ and Unreal Engine's component system.
- Implemented core game mechanics including enemy pathing, tower targeting, firing logic, upgrades, wave management, and hitbox-based interactions.
- Worked with an 8-person team using GitLab, Jira, and Confluence to track sprints, tasks, merges, and documentation.
- Collaborated on system architecture and integrated code across teams (towers, enemies, UI, projectiles) to produce a playable game demo under strict deadlines.