

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 <i>B.A. in Computer Science</i>	Sep 2022 – Present <i>Kingston, ON</i>
Ubinifu College <i>CodeHive Software Development Program</i>	Apr 2021 – Jul 2022 <i>Nairobi, Kenya</i>

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 <i>Housing & Ancillary Services, Queen's University</i>	May 2023 – Aug 2023 <i>Kingston, ON</i>
<ul style="list-style-type: none">• 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 <i>Queen's University</i>	Sep 2023 – Present <i>Kingston, ON</i>
<ul style="list-style-type: none">• 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 <i>Save the Children</i>	Jan 2020 – Dec 2020 <i>Dadaab, Kenya</i>
<ul style="list-style-type: none">• 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.