

# Nathan Melwani

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## Education

### University of California, Riverside. 2020 - March 2024

- Sophomore Status (incoming first-year) | Computer Science BS+MS program.
- Activities: Cyber@UCR: Club Officer, UCR CPTC/Penetration Testing Team Captain, Hivestorm Competition Team Leader. Represented UCR in Hivestorm, CPTC 2020, WRCCDC 2020

### Troy High School, Fullerton CA. 4.5 GPA. 2016 - 2020

- Troy Tech Magnet Program, National Merit Commended Scholar, AP Scholar with Distinction.
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## Work Experience

### Evava Virtual Reality: Software Engineer Intern *Summer 2019*

- Programmed an interactive VR experience for the Oculus Go, ported virtual environments and controller configurations for use with the Oculus Rift/Oculus Rift S. Utilized Unity and C#.
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## Computing Skills

- Java, Python, C++, Git/Github, Cisco IOS, Linux, Networking
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## Certifications

- CompTIA: IT Fundamentals, IT Fundamentals+, A+, Network+, Security+
  - Cisco: CCNA 200-301
  - Discord: Certified Bot Developer | Early Verified Bot Developer Program Participant
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## Activities

### Government Cybersecurity Exchange Program Participant 2019

- Selected to join a group of 20 students for a U.S. Embassy international three-week fully-funded program providing cybersecurity education regarding incident response and penetration testing using Kali.
- Consulted with and made connections to cybersecurity professionals in public/private sector positions.

### Troy Cyber Defense: Networking Instructor 2019-2020

- Taught 100+ students weekly and created a curriculum for Cisco Networking at Troy High School.
- Created powerpoints, labs, and lessons. Prepared and mentored students for the CyberPatriot competition.

### Cyber Youth Tech Orange County: Vice President 2018-2020

- Traveled to conventions and schools to teach young girls and minorities about cybersecurity.

### Troy Cyber Summer Camp: Head Instructor 2020

- Led an advanced networking class; Taught Cisco networking and fundamental networking concepts to 50+.
  - Hosted a week-long beginner and intermediate CTFs and created 50+ challenges for 300+ students.
  - Managed infrastructure; hosted multiple instances of CTFd through DigitalOcean.
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## Projects

### Zeta <https://github.com/NateM135/zeta>

*April 2020*

- Developed a Discord Bot in python utilizing the discord.py API.
- Hosting the bot with a raspberry pi. Used in 200+ Discord Servers by 71,000+ Discord Users

### Bubble Pop <https://github.com/NateM135/BubblePop>

*June 2019*

- Developed an arcade-style game for the Oculus Go. Utilized Unity, C#, and the Oculus SDK.
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## Awards and Competitions

- CyberPatriot XII State Round: 7th Place/6000+, SemiFinals 14th/6000+ (November 2019/January 2020)
- CyberPatriot XII SemiFinals Cisco Networking: 12th Place/6000+, Overall 14th/6000+ (January 2020)
- picoCTF (Carnegie Mellon CTF) 60th/28000 Overall 16th Place/6500+ High School (October 2019)
- National Cyber League (NCL) Gold Competitor (23rd/5000+) (Spring 2020)
- UIUC CTF: 7th/387 (July 2020)
- Hivestorm Collegiate Defense Competition (UCR Team Captain) 11th/200 (October 2020)
- National Cyber League (NCL) Gold Competitor: 24th/6000+ (October 2020)
- Western Region CPTC: Wildcard Winner (Qualified for National CPTC - Top 7 orldwide) (October 2020)
- National Cyber League (NCL) Collegiate Team CTF: 1st/978 Teams (November 2020)
- WRCCDC 2020 Invitational: 1st/25 Universities (November 2020)