### ERIK OCHOA MARTINEZ

1911 Tall Timber Ct, Fort Washington, MD 20744 301-971-7267 • erikochoa26051@gmail.com • https://erik-ochoa.github.io/

### **EDUCATION**

## Bachelor of Science, Computer Science | Astronomy Minor

University of Maryland at College Park

Advanced Cybersecurity Experience for Students (ACES), Honors College

Banneker/Key Full Scholarship

### **RELEVANT COURSES**

- Digital Forensics | Introduction to Computer Systems
- Object-Oriented Programming I | Object-Oriented Programming II
- Foundations in Cybersecurity I | Foundations in Cybersecurity II

## **SKILLS**

- Programming Languages: Java, C, Ruby, HTML, CSS, Php, SQL
- Other Technologies: jQuery, D3, Sass, Django, MATLAB, Wireshark, MySQL, git, Eclipse
- Spoken Languages: Spanish, English

#### **EMPLOYMENT**

## CyberEdu - University of Maryland

May 2017 - Present

Expected: May 2020

**GPA: 3.90** 

Project Lead

- Leading team of 5 to develop the CyberEdu platform to educate college students about cybersecurity.
- Developed CyberEdu website using JavaScript, ¡Query, HTML, and CSS.

# Division of Information Technology at University of Maryland

May 2017 – Aug 2017

Intern

- Developed ticketing system for the Division of IT using Django.
- Created data visualization for the ticketing system using D3 JavaScript library.
- Implemented filtering script for the tickets' data using JavaScript.
- Improved user interface using JavaScript, HTML, CSS, and jQuery.
- Developed parsing script that automatically creates tickets based on emails' information using Python.

### **PROJECTS**

## **High Interaction Honeypot Research**

Feb 2017 - May 2017

Team Member

- In a team of 5, we used Bash, HonSSH, and OpenVZ to create 4 honeypots.
- Collected and analyzed intrusion data to determine whether the type of processor (32-bit vs 64-bit) in a machine affects the types of attacks intruders perform when they access a machine.
- Implemented Bash scripts to collect and store data such as malware files that were downloaded onto the machine.

### **ACES Undergraduate Research**

Feb 2017 – May 2017

Research Assistant, Developer

- The goal of the project was to determine users' risk-taking behavior when downloading an application.
- Developed a web application that partially simulates the Apple Store, which would be used to perform the experiment.

### **ACTIVITIES**

## **ACES Competition Team**

Fall 2017

- Learn about cybersecurity tools
- Attend CTF competitions

## **Bitcamp Hackathon**