# Sameer Haq

07445085206 | Newcastle upon Tyne | sameerhag2005@gmail.com | Credly | GitHub | LinkedIn

## **Personal Profile:**

Motivated 2nd year university Computer Networks and Cyber Security student with problem solving skills gained through workplace & academia, including network skills (CCNA), penetration testing experience (TryHackMe, HackTheBox) and programming proficiency in Python, C, C++, and JavaScript eager to apply my skills and passion for cyber security through an internship.

#### **Skills:**

- Soft skills: Teamwork, Problem-solving, Critical thinking, Organisation, Communication, Time-management.
- Technical skills: Penetration Testing, Kali Linux, Networking, Web development, Python, C, C++, Algorithms, Data structures, SQL, Git.

## **Education:**

#### Northumbria University - Networks and Cyber Security (Predicted 1:1)

2023 - Present

- First year modules: Computational Thinking, Computing Fundamentals, Computers & Society, Data Fundamentals, Introduction to Networks and Cyber Security, Programming.
- Second year modules and relevant projects:
  - o Operating Systems (67%) Multithreading system in Ubuntu using C including file, selection and loop statements.
  - Human Factors in Cyber Security (72%) Study on consumers' perspectives and expectations on companies' responses to data breaches looking at variables such as type of attacks, recommended responses, etc.
  - o Network Switching and Routing (86%) Network creation with protocols such as STP, RIPv2, port-security, etc using Packet Tracer.
  - o Computing Consultancy Project (88%) Developed an 80-page cyber security framework for primary schools with the North Tyneside Council going over concepts such as endpoint and network security, access control, IR and BCI and various laws.
  - o Digital Forensics Incident Response (80%) Investigated and analysed a simulated criminal case using tools such as Autopsy.
  - o Mobile & Web App Development (72%) Developed a website and mobile app using HTML, CSS, PHP, JavaScript, React.

#### **Gosforth Academy (A-Levels):**

September 2018 – August 2023

- Achieved 3 A-Levels including Computer Science & Mathematics
  - o Relevant projects: 2D platformer and Maze game using Python (PyGame).

#### **Voluntary & Work Experience:**

Social Media, Events and Communications Officer (VOLUNTARY) - Northumbria Archery Society:

September 2024 - Present

- Managing and developing social media content (Instagram and Facebook) using software such as GIMP and DaVinci Resolve to
  design and make posts using creativity skills and proficiency in software usage.
- Arranging social events for new/current members to enjoy using effective communication and problem-solving skills.
- Answering inbox enquiries, helping run sessions solving equipment issues, setting up the range and administrative tasks.

#### **Technology & Sales Assistant - Fone Xpert & Computer Xpert:**

August 2022 - December 2022

- Helped manage the sales side with the till, inventory and answering enquiries, used troubleshooting skills to diagnose hardware and software issues and implementing solutions.
- Recorded customer details for when they returned to collect their repaired devices, used attention to detail and data handling skills to secure data integrity.

## **Independent Study:**

#### **Certifications:**

CISCO Certified Network Associate | CCNAv7 Introductions to Networks
CISCO Certified Network Associate | CCNA: Switching, Routing and Wireless Essentials
CISCO Networking Academy | Ethical Hacker

Achieved January 2024
Achieved January 2025
Ongoing

#### Projects (Can be found in GitHub):`

Portfolio website – PHP, CSS, JS (Three.js) – Developing a portfolio site displaying my achievements, timelines and inspiration as a cyber security enthusiast, using 3D interactive elements created with Three.js.

GratiThink – JavaScript (React.js) – Developed a gratitude journaling app and website for students using HTML, CSS, PHP, JavaScript and Git containing features such as writing and saving data, filtered reviews and counters, etc.

Pong – Python (PyGame) – Developed the classic arcade game using OOP with abstraction, polymorphism and classes to implement features such as a computer-controlled enemy, screens (start, pause, settings, etc), score tracker, etc.

Productivity App – Python (Flask) – Developed a Productivity web app as one of my 1<sup>st</sup> year university assignments using

## Extra-curricular:

Problem-solving activities such as solving Rubik's puzzles, chess and other strategy-based games.

Flask with HTML templates and CSS stylesheets including features such as a calendar, to-do list and notes page.

- Active member of Northumbria University's Cyber Clinic where I learn about penetration testing through HackTheBox and Kali Linux.
- Working through programming projects such as automation using bash scripts and learning JavaScript for university.
- Configured a Kali Linux environment on a Raspberry Pi for experimenting with penetration testing outside of university.