

# SANTIAGO MOLINER PREJANO

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I'm a software engineer with a passion for the aviation world and cybersecurity, looking to grow in my professional career and put my abilities to the test, and eager to keep learning new technologies.

## Professional Experience

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### AIRBUS Defence and Space (Bertrandt)

Madrid, Spain Sep 2023 – Present

#### Simulation Engineer

- Worked on the development of the SERPAS trainer console for UAV pilot training.
- Added support for multiple Image Generators in the existing consoles such as Aechelon, VBS and Flightgear.
- Worked with the CIGI SDK to adapt the communication packages of the different IGs with the existing simulation solutions at Airbus.
- Created a custom camera controller for joystick that communicates through CIGI for simpler IG visualization.

### Fortra

Barcelona, Spain Mar 2022 – Sep 2023

#### Software Engineer

- Developed and maintained a penetration testing tool, mainly written in C++ and Python.
- Helped in the creation of Python exploits to target a multitude of different vulnerabilities.
- Maintained and developed the Python open source library Impacket, reviewing and merging pull requests.
- Added support for remote SQL database connection for the pentesting tool.
- Worked with Kali Linux to perform various attacks on vulnerable hosts to comprehend the vulnerabilities.
- Developed support for SOCKS5 proxy to launch different exploits in pivoting scenarios.

### Discoverfy

Barcelona, Spain Nov 2021 – Mar 2022

#### Fullstack data developer

- Integration of a module that improves eCommerce customer journey, boost sales and gather product and customer data in real time.
- Developed a machine learning algorithm in python inside the AWS Lambda functions for improved product recommendation.
- Gathered information through a database and developed queries for analytics and checking KPIs performance.

## Education

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### Universidad Polit cnica de Catalu a (UPC)

Barcelona, Spain 2019 - 2022

#### Bachelor's degree in video game development

- **Specializations:** Advanced graphics programming, AR/VR, Networking

## Technical Skills

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**Programming languages:** C++, C, Bash, Python, GO, Rust, Javascript

**Technologies and tools:** Linux, Git, AWS, Azure, CMake, UE4, Docker, Conan, SVN

## Project Highlights

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**Procedural terrain generator:** Procedural terrain generator using Perlin noise algorithm variations. (C++)

**GCS:** GUI for a ground control station that sends and receives UDP packages for simple remote UAV control. (C++)

**Open source contributions:** Multiple contributions to open source projects, mainly the Impacket python library.