

Sean Pesce

Wexford, PA | pesce.sean@gmail.com | Public copy; phone number redacted | [GitHub](#) | [Website](#)

SKILLS

Languages (Proficient): Java, LaTeX, MySQL, Python 3

Languages (Familiar): C, C++, x86 assembly, HTML, CSS, JavaScript, TypeScript, XML

Other: Ghidra, IDA Pro, JEB Decompiler, 010 Editor, GDB, Cheat Engine, reverse engineering, binary analysis

EMPLOYMENT

2018 - Present	Security Researcher , Software Engineering Institute (Carnegie Mellon University) <ul style="list-style-type: none">Reverse engineeringNetwork traffic analysisVulnerability research
2011 - 2018	Digital Services Clerk , Westhampton Free Library <ul style="list-style-type: none">In-house software assistance & computer maintenanceCustomer service & instruction at a public helpdeskData entryDatabase upkeep and maintenance

PROFESSIONAL CERTIFICATIONS

2021	Offensive Security Certified Professional (OSCP) Certification ID: OS-101-34893
------	---

EDUCATION

Sept 2013 - Jan 2018	Stony Brook University B.S. in Computer Science
-------------------------	---

PERSONAL PROJECTS

2018 - 2019	Lead developer on an Android app for archaeological research purposes. Worked closely with a PhD student and research assistant to determine GUI layout and data requirements for recording/analysing molar wear on deceased individuals. Awarded "Best Poster" at the 2018 AAPA national conference. Languages: Java, XML Other tools: Android SDK
2017 - 2020	Co-lead developer on an unofficial game patch for <i>Dark Souls™: Prepare to Die Edition</i> . Tasks include reverse-engineering of undocumented file types, data structures, and engine bytecode to develop bug-fixes and enhancements. Languages: C++, x86 assembly Other tools: Windows API, STL, IDA, various binary analysis utilities
2017	(Undergraduate senior project) Worked in a team to develop a music streaming service, similar to Spotify. Personal responsibilities included database design, optimization, and population, as well as assisting in front-end and back-end development. Languages: Java, MySQL, JavaScript, TypeScript, HTML, CSS Other tools: Angular, Spring Framework, AWS
2017	Developed a generic DirectX 9 overlay framework to ease creation of third-party extensions and enhancements for DirectX 9 applications. Features an in-game CLI and plugin support. Languages: C++ Other tools: DirectX SDK, Windows API, STL, MS Detours, SeqAn