

Paul Nakonieczny

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Education

Binghamton University, State University of New York
Bachelor of Science in Computer Science, December 2018
3.367 GPA

Technical Skills & Certifications

Programming Languages: Python, C++, C, CSS & HTML, Javascript

Software Skills: Unix Systems, Git, Flask, Riot.JS, PostgreSQL, Wireshark, Windows Active Directory, Kali Linux, VyOS

Security Clearance: Top Secret (March 2020-Present)

Technical Experience:

Assured Information Security

Rome, New York

Assistant Software Engineer

March 2019 – Present

- Developed and fixed features for web applications with Flask and Python3. Coded custom HTML tags with RIOT.JS and used Jinja2 to provide templates and dynamic content for users. Validated user input with JavaScript. Maintained important information with MongoDB. Increased test coverage for REST API using Python unit tests.
- Utilized private Gitlab for issue tracking and merge requests. Completed code reviews for other developers. Provided detailed writeups of changes in merge requests to help other developers review code. Collaborated with agile to for quick product releases to customers.
- Administered website for USAF's premiere cybersecurity bootcamp, the ACE. Utilized Django web framework and WSGI to serve an interactive webpage on an Apache server. Refactored old HTML and CSS to address customer requirements. Tracked website analytics with Google's PageSpeed Insights.
- Collaborated in an agile team to run the ACE cybersecurity bootcamp. Interviewed nearly 100 potential interns for the program. Managed and mentored a small group of returning interns and mentored the interns through technical issues.
- Acted as penetration tester and Cybersecurity Evaluation Team (CSET) at the National Cyber Range (NCR).

Assured Information Security

Rome, New York

Intern

October 2018 – December 2018

- Increased code coverage by developing Python unit tests for project.

Advanced Course in Engineering

Rome, New York

Intern

June 2018 – August 2018

- Studied cybersecurity and developed skills as a cyber leader in a rigorous 10-week cyber boot camp.
- Wrote system requirement specifications and used access control logic for systems engineering. Enumerated the design considerations of a software application.
- Built a network that hosted multiple services and responded to requests from outside networks. Services included SSH, FTP, IRC, DNS, Telnet, and an Apache web server. Services required 24/7 uptime.
- Scouted adversarial networks, reverse engineered malware, and identified the best practices for secure network design. Served as second-in-command for a 15-member team in simulated cyber-warfare. Developed a Cyber Campaign Plan that outlined the critical vulnerabilities of the adversary team. Identified valid courses of action to exploit the critical vulnerabilities of the enemy.