

Paul Nakonieczny

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Technical Skills & Certifications

Programming Languages: Python, C++, C, HTML5, CSS3

Software Skills: Git, Flask, Nginx, Django, Linux, Octave, PostgreSQL

Security Clearance: Top Secret (March 2020-Present)

Experience

Assured Information Security

Rome, New York

Junior Software Engineer

March 2019 – Present

Python, Django, Flask, Nginx, JavaScript, RIOT.JS, Bootstrap

- Designed a Twitch and YouTube clone within 2 days to address customer needs in response to COVID-19. Developed a website for live streaming and video sharing that was used by over 50 interns and staff members
- Wrote a testing system to verify correct code execution and validate user input. Increased the percentage of tested code from 0% to 90%
- Collaborated with the customer to identify design goals for a website rebuild, developed new interactive features, and achieved site performance increase of over 300% as measured by Google's "Pagespeed Insights"
- Returned to an international internship program as a full-time staff member. Mentored a group of returning interns on leadership and technology topics. Discussed and tackled various leadership scenarios. Led agile scrums to identify and assign tasking for returning interns

Assured Information Security

Rome, New York

Intern

October 2018 – December 2018

Python

- Increased UI interaction speeds for users by reducing algorithmic complexity from cubic time to linearithmic time. Improved user experience by adding optional command-line arguments and implementing graceful exits when the application encounters runtime errors
- Wrote additional tests to verify correct code execution and to validate user input. Increased the percentage of code tested by 10%
- Generated documentation for the codebase by following Google's Python Style Guide, documenting classes and methods, and by using the Sphinx automatic documentation tool

Advanced Course in Engineering

Rome, New York

Intern

June 2018 – August 2018

C++, Python, PyQt, Apache

- Developed a desktop application to display live network information and provided encrypted communications for users. Implemented a GUI that allows users to interact with computers on the live network
- Created applications to infiltrate target computers, establish persistence, and return information about the target computers. Developed a command-and-control application to issue commands to target computers
- Built a network and hosted multiple services with over 95% uptime. Services were polled and scored every minute over a 10-week period and included FTP, web-mail servers, and Apache web servers
- Graduated as deputy commander from a rigorous 10-week cybersecurity bootcamp

Education

Binghamton University, State University of New York

Bachelor of Science in Computer Science, December 2018

3.37 GPA