

Cameron Kozlay

(443) 752-1858 | ckozlay1@umbc.edu | Seeking Summer Internships in Software Engineering | <https://github.com/That1Cameron> | <https://that1cam.itch.io/>

Education

University of Maryland Baltimore County - Bachelor's in Computer Science

August 2021 - Present

Cyber Defense Team Member

- CyberDawgs CDE 2023
- MACCDC 2024 Qualifiers (5th of 40)
 - Specialized in Firewall and Router management
- MACCDC 2024 Regionals (5th of 10)
 - Specialized in Firewall and Router management
- 175CTF (15th of 212)
- NCL Individual 2024 (top 2.5%, 187 of 7412)
- NCL Team 2024 (42nd of 386)
- 2nd in 2024 CEMA CTF

Authored challenges for DawgCTF and CyberDawgs team tryouts.

Relevant Experience

Varsity Tutors - Online Private Tutor

June 2023 - Present

- Worked as an online private tutor for multiple middle to high school students in the field of Computer Science year-round.
- Worked teaching classes of around 10 students during the summer.
- Languages taught include C/C++, Java, Lua, Python, AP computer science

iD Tech - Online Private Tutor

May 2022 - August 2022

- Worked as an online private tutor for multiple middle to high school students in the field of Computer Science.
- Languages taught include C/C++, Java, Lua, Python

Personal Projects

I work on assorted personal projects in my spare time that range from software and network development to hardware. A selection of my software projects can be found on my GitHub repository posted above. Some of my larger projects have been software development and level design in three game jams. Outside of those projects I have written shaders utilizing OpenGL, modified various games, designed and built an rc-car that avoids obstacles, and more.

Languages, Frameworks, and Tools

- Proficient in assorted programming languages: C/C++, Java, Python, C#, Lua
- Proficient frameworks: Processing, Flask, JavaFX, JFrame, SFML
- Operating systems / software: Windows, Linux, git, MS Teams

Relevant Classes completed

Data Structures, Algorithms, Assembly Language and Computer Organization, Computer Architecture, Principles of programming languages, Operating Systems, Linear algebra, Statistics