

Thomas Quig

(224) 633-3115 | thomasquig.dev@gmail.com | **GitHub:** Thomas-Quig | **Site:** quig.dev

EDUCATION

University of Illinois

Bachelors of Science in Computer Science

Urbana-Champaign, IL

Expected 2022

GPA: 3.5/4.0 (3.57 Technical) **Relevant courses:** Computer Security (1, 2, Advanced), Communications and Wireless Networking, Computer Architecture, Systems Programming, Virtual Reality, Algorithms

EXPERIENCE

RTM Engineering Consultants

IT and Information Security Intern

Schaumburg, IL

Jun 2020 – Present

- Support RTM employees to swiftly resolve any IT issues, worked on RTM devices and servers
- Completed a full penetration test on RTM network to great success, documented and improved RTM information security policy at a company-wide level

Trail of Bits

Intern

New York, NY

Dec 2019 – Jan 2020

- Worked remote for Trail of Bits over the 2019 Holiday season. Successfully integrated Ethereum smart contract upgradeability safety checks into Trail of Bits Ethereum security web app Crytic
- Worked with full-stack, including a Python-based backend, ReactJS website & SQLAlchemy DB

Illini Tech Services

On-Site Consultant

Urbana-Champaign, IL

Sep 2019 – Present

- Support faculty, staff, and students by appointment to find personal technology solutions
 - Tasks include virus removal, OS installation, and departmental system administration
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ACTIVITIES

ACM-SIGPwny, UIUC Computer Security Club

President (2021), Officer (2019-2020), Member(2018-2019)

Urbana-Champaign, IL

Oct 2018 – Present

- Attend and present weekly meetings of the University of Illinois information security interest group. Manage internal ESXi server, club funds, and student advanced topics research team.

UIUCTF 2020

Project Manager

Urbana-Champaign, IL

Apr 2020 – Aug 2020

- Project manager for UIUCTF 2020, a large online information security tournament. Maintained a \$7,500 budget, led a team of 13 students/alumni staff. Turnout of 1350 users among 860 teams
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PROJECTS

Ilss ([Ilss.page](#)) — *Wireless MAC Address Shuffling Application and Paper* Fall 2020 – Present

- Designed a Moving Target Defense (MTD) tool designed to work in wireless ad-hoc environments
- Performed research on the viability of mass implementation of Ilss, and reported on results

TableTop WorldBuilder — *VR Map Making Tool*

Fall 2019 – Present

- Coordinated a team of 5 to develop a fully functioning C# based VR game world-building tool
 - Users create worlds within a grid and then explore the worlds they created
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SKILLS AND AWARDS

Languages: C, C++, C#, Java, Python, R, MIPS, x86, ReactJS, SQLAlchemy, HTML, Bash, Verilog

Platforms: Windows, macOS, Linux, iOS, Unity3D, Ghidra, Windows AD, ESXi, Docker

Awards: **1st** in SIGPwny annual CTF. **7th**, CSAW World Qualifiers. **Attended CSAW finals** at NYU Tandon. **6th**, Cyphercon 4. Found & disclosed a vulnerability in Cyphercon 4's CTF