Thomas Quig

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EDUCATION

University of Illinois   Urbana-Champaign, IL
Bachelors of Science in Computer Science   Expected 2022

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

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EXPERIENCE

RTM Engineering Consultants   Schamburg, IL
IT and Information Security Intern   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   New York, NY
Intern   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   Urbana-Champaign, IL
On-Site Consultant   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   Urbana-Champaign, IL
Executive   Oct 2018 – Present
- Attend and lead weekly meetings of the University of Illinois information security interest group. Give presentations on various information security topics to student crowds of 20 or more

UIUCTF 2020   Urbana-Champaign, IL
Project Manager   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

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

CS Sail — *Video Games and Computer Architecture*   Apr 2019
- Taught a seminar at the UIUC CS-Sail high school event about the real-life applications of logic circuits found within various video games

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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, MS Office, RStudio, Ghidra, Windows AD
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