



**Team Inventory**

September 19, 2025

**C-LASS (Cybersecurity Learning with AI for Static Systems)**

**Sponsor:** Dr. Lan Zhang

Assistant Professor, School of Informatics, Computing, and Cyber Systems, Northern Arizona University

**Team Mentor:** Scott LaRocca

**Team Members:** Sean Golez, William Barnett, Kayden Vicenti, Colton Leighton

*The purpose of this team inventory document is to briefly introduce the members of our team. The following pages briefly outline the training, skills, and relevant experience of each team member.*

## Kayden Vicenti



### EDUCATION

#### Bachelor of Science Software Engineering

Northern Arizona University - GPA: 3.5

Relevant Course Work: Data Structures, Principles of Languages, Circuits 1, Software Engineering 1

**Expected Graduation - May 2026**

Flagstaff, AZ

#### High School Diploma

Many Farms High School - GPA: 3.92, Salutatorian

**May 2020**

Many Farms, AZ

### WORK EXPERIENCE

#### Undergraduate Research

Northern Arizona University

**Jan. 2022 - May 2025**

Flagstaff, AZ

- Advised on cultural and technical integration of robotics, drones, and computer science lessons, strengthening inclusivity and community impact.
- Developed and piloted open-source, culturally relevant scientific computing and soil science activities combining programming, electronics, and microbiome research.
- Contributed to the Four Corners Science and Computing Club (4CSCC) lab manual by creating Raspberry Pi 400-based activities and integrating microbiome science tools like QIIME 2.

#### Research Intern

Air Force Research Lab, San Antonio Lab

**Jun. 2025 - Aug. 2025**

San Antonio, TX

- Conducted technical analysis of the Iron Dome system, evaluating sensor integration, interception capabilities, and limitations under high-volume missile attacks.
- Assessed layered missile defense technologies (Iron Dome, David's Sling, Arrow 2) with focus on system architecture, range specialization, and interoperability.
- Explored advanced defense concepts including space-based sensors and directed-energy (laser) systems, analyzing feasibility, scalability, and cost implications.

### PROJECTS

#### First Nations Launch: High-Power Rocket Competition

**Spring 2025**

- Implemented instrumentation (pitot tube, pressure sensor, IMU, load cell, strain gauge) with microcontrollers, integrating analog and digital interfaces for real-time rocket flight data collection.
- Developed embedded data acquisition systems with optimized memory management and power distribution to ensure complete in-flight recording of multi-sensor telemetry.
- Performed post-flight sensor fusion and validation by comparing collected datasets to COTS altimeter/GPS outputs, applying error analysis to quantify discrepancies

### TECHNICAL SKILLS

**Languages:** Python, C, C++, Javascript, SQL, R, Matlab, ARM Assembly

**Frameworks/Libraries:** React, NumPy, NodeJS, Anaconda, Docker

### OTHER INTERESTS

Interested in drones and rocketry, as well as research, sustainability, and outdoor activities such as baseball, golf, camping, hiking, and fishing.

## Sean Golez



### EDUCATION

#### B.S. in Computer Science and Mathematics

Northern Arizona University - GPA: 4.0

Relevant Course Work: Computer Networking, Software Engineering, Unsupervised Machine Learning

#### Expected Graduation - May 2026

Flagstaff, AZ

#### High School Diploma

Lee Williams High School - GPA: 4.5

May 2022

Kingman, AZ

### WORK EXPERIENCE

#### Computing Undergraduate Student Intern

Lawrence Livermore National Laboratory

May 2025 - Present

Livermore, CA

- Designed an RAG-based LLM pipeline for RealVNC support at LLNL, with a fine-tuned query router, paraphraser, and reranker to significantly improve response accuracy and relevance
- Developed a real-time streaming chat interface web application hosting the LLM, with a React frontend, FastAPI backend, and SQLite database.
- Built web scraping scripts to collect and preprocess documentation and forum data used in expanding the RAG knowledge base

#### Undergraduate Parallel Computing Researcher

Northern Arizona University

Aug. 2024 - Present

Flagstaff, AZ

- Adapted existing GPU-based code used for finding exact distance similarity self-joins of multi-dimensional points to construct and utilize multiple randomly displaced grid indexes in order to research an optimization to reduce the total number of distance searches.
- Profiled performance metrics using Nvidia Nsight Compute and Nvidia Nsight Systems to identify and inspect improvements and regressions from newly implemented features, then implemented corresponding refinements.
- Collaborated with the lab's principal investigator to deepen understanding about GPU architecture, performance considerations, and computational thinking

### TECHNICAL SKILLS

**Languages:** Python, C++, C, SQL, R

**Frameworks/Libraries:**

- **Parallel Programming:** CUDA, NVIDIA Nsight, OpenMP, Python Concurrent-Execution
- **AI/LLM:** Huggingface Transformers, LangChain, Chatterbox
- **Web Development:** Flask, FastAPI, React, SQLAlchemy, HTML, CSS, JavaScript
- **Web Scraping:** BeautifulSoup, Selenium
- **DevOps and Tools:** Anaconda, Docker, Git, Slurm

### OTHER INTERESTS

I like to play video games, watch shows, and work out.

## William Barnett



### EDUCATION

#### B.S. in Computer Science

Northern Arizona University - GPA: 3.91

Expected Graduation - May 2026

Flagstaff, AZ

Relevant Course Work: Artificial Intelligence, Software Engineering, Parallel Programming

#### High School Diploma

University High School - GPA: 4.25

May 2022

Tucson, AZ

### WORK EXPERIENCE

#### Goldman Sachs

XIG — Summer Analyst

June 2025 – August 2025

Salt Lake City, Utah

- Developed a full-stack application using Java and Angular to automate the generation of quarterly metric reports, reducing manual effort by 95%
- Engineered backend services to extract, transform, and funnel metrics from multiple databases into Jasper Reports software.
- Designed and implemented a new UI in Angular to capture metadata inputs, improving usability and data accuracy for report generation
- Worked in a shared development environment, collaborating with cross-functional team members and leveraging Git and CI pipelines for integration and deployment

#### Phoenix Bio-informatics

Morphobank V4 — Full-Stack Intern

February 2024 – September 2024

Remote

- Developed and integrated functionalities to dynamically add and remove institutions from associated projects and implemented mechanisms for public project partitioning utilizing software engineering principles and best practices.
- Developed and optimized a dynamic web application utilizing Vue.js, Node.js, and MySQL to implement asynchronous data fetching and state management with Pinia.
- Integrated RESTful APIs and managed database operations with Sequelize to establish seamless communication between frontend and backend development

### TECHNICAL SKILLS

**Languages:** Java, Python, JavaScript, C++, C

**Frameworks/Libraries:**

- Parallel Programming:** CUDA, OpenMP
- Data Engineering:** Spark, Calcite
- Web Development:** Flask, FastAPI, React, SQLAlchemy, HTML, CSS, JavaScript
- Web Scraping:** BeautifulSoup, Selenium
- DevOps and Tools:** Anaconda, Docker, Git, Slurm

### OTHER INTERESTS

I like to play video games, cook, and work out.

## Colton Leighton



### EDUCATION

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#### B.S. in Computer Science

Northern Arizona University - GPA: 3.06

Relevant Course Work: Data Structures, Database Systems, Software Development, Web Programming

**Expected Graduation - May 2026**

Flagstaff, AZ

#### High School Diploma

Verrado High School - GPA: 4.8

**May 2022**

Buckeye, AZ

### WORK EXPERIENCE

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#### Student Advising Resource Receptionist

**Aug. 2024 - Present**

Gateway Student Success Center, Northern Arizona University  
Flagstaff, AZ

- Serve as the primary point of contact for students seeking academic advising, managing inquiries, scheduling appointments, and coordinating communication between students and advisors through phone, email, and in-person interactions.

### PROJECTS

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- **Multi-Pixel.com** **Spring 2024**  
Developed an online pixel art game with a team, applying web development skills to create an interactive pixel art platform. While hosting is no longer active, the project is available on GitHub: [github.com/cl2638/CS386-2024-multiPainter](https://github.com/cl2638/CS386-2024-multiPainter)

### TECHNICAL SKILLS

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**Languages:** Java, Python, C, C++, JavaScript, HTML, CSS

**Frameworks/Libraries:**

- **Web Development:** Frontend and backend development, interactive platforms, ReactJS
- **Software Development:** Object-Oriented Programming, Data Structures and Algorithms
- **Networking & Systems:** Computer Networking, Linux
- **Cloud & Version Control:** AWS, Azure, Git, GitHub
- **Debugging & Troubleshooting:** Efficient problem-solving and code optimization

### OTHER INTERESTS

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I like outdoor activities like skiing, skateboarding, bike riding, and disc golf.