



Juan Manuel Young Hoyos

CYBERSECURITY ANALYST · PROBLEM SOLVER

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Skills

- Technical** Python, Dart, C#, LaTeX, Rust, Linux, Flutter, React, Azure, .NET Core, Docker
Languages Spanish, English

Experience

GETA Club Play

CYBER SECURITY ANALYST

Remote, Colombia

Oct. 2021 - Present (Mar. 2022)

- I used the DAST capabilities of OWASP ZAP to automatically review the company's web applications.
- I used SonarQube's SAST capabilities to automatically review the company's code.
- I worked closely with the AI team to sanitize requests made by users and avoid SQL injections.
- I was given an external pentesting report with about 800 vulnerabilities in our projects, and I reduced that number to less than 390 (i.e. fixed about 50% of vulnerabilities) in a span of 4 months.
- I simulated and implemented reverse engineering attacks on some project APKs in order to address, together with the development team, a possible way to mitigate the possibility of a Hacker obtaining useful or critical information about our core business.
- Together with the IT team, I developed a Security Plan based on the ISO/27001 standard.
- I am implementing hardening for some of our infrastructure processes.

GETA Club Play

CYBER SECURITY TRAINEE

Remote, Colombia

Aug. 2021 - Sep. 2021

- I did a Cyber security planning for 4 months to 3 company's products.
- I found and reported common OWASP based vulnerabilities.
- I worked along with the development team to fix the vulnerabilities found.

GETA Club Play

SOFTWARE QUALITY ASSURANCE TESTER

Remote, Colombia

Feb. 2021 - Aug. 2021

- I captured 100+ bugs within the span of 4 months while conducting quality assurance testing on 7 company products thereby increasing the acceptance criteria of the top-rung corporate "chiefs".
- I worked closely on 3 projects with development team to write test plans for quality assurance.
- I performed more than 15% testing through automation and remaining testing manually using Selenium.
- I led a 4-member team in providing quality assurance on 3 projects closely with development team.
- I refactored and retrofitted legacy a C++ WebAssembly application, improving code quality by 45%.
- I completed more than 20 "Desk Checks" to reduce on 25% the amount of Pull Request and therefore save the Tech Lead's time.
- I did functional, online, manual, usability and stress tests.

Extracurricular Activities

CivicaPay Hackathon 2022

Medellín

PARTICIPANT

Mar. 2022 - Mar. 2022

- First place** achieved among more than 52 teams and 16 universities in Medellín in the Hackathon CivicaPay of 2022.
- The solution was made with **Flutter, Python 3** and **Docker**.

Mobile developer

Worldwide

GOOGLE PLAY STORE

Nov. 2019 - Apr. 2020

- Accelerometer** - An app with more than 100 downloads using Flutter to obtain the data from your accelerometer in a time 'x', with time intervals 'y' in milliseconds and send the information wherever you want (Email, WhatsApp, etc.), and store that information in a txt file on your phone to be used in another scenarios.
- Anthropometric Evaluator** - An application using Flutter that provides information and evaluates some of the parts of your body with certain measurements to provide a more complete analysis than the common BMI, for people who go to the gym.

Education

EAFIT University

Medellín, Colombia

B.S. IN COMPUTER SCIENCE AND ENGINEERING

Jan. 2018 - June. 2023

- Full scholarship called "Ser Pilo Paga" for high school students from 2017 who obtained an outstanding grade in the national standardized test.