



Antonio Rocco Spataro

Education

- 2012–2017 **Maturità Scientifica**, *Liceo Scientifico R. Piria*, Rosarno (RC)
Graduated from high school in 2017 at Liceo Scientifico R. Piria
- 2017–2021 **Bachelor's Computer Science degree**, *Università della Calabria*, Rende (CS)
Graduated in April 2021 at University of Calabria

Certificates

- 2017 Giovani e futuro comune business competition
2021 CyberChallenge.IT Local Contest
2021 CyberChallenge.IT National Contest

Languages

mother tongue Italiano
B1 English

Cyber Security

- 2012 I found and reported my first vulnerability in altermvista.org (DOM XSS)
- 2021 I participated in CyberChallenge local finals (a Jeopardy capture the flag) getting the sixth position.
- 2021 I participated in CyberChallenge national finals (Attack and Defense ctf).
- 2021 Reported a domain takeover vulnerability in Acronis bug bounty program.
- 2021 Reported a domain takeover vulnerability in Onlyfans bug bounty program.
- 2021 Reported Reflected XSS vulnerability in the context of a bug bounty program subject to non disclosure agreement.
- 2021 Reported sensitive data leak IDOR vulnerability in the context of a bug bounty program subject to non disclosure agreement.
- 2021 Reported 403 bypass vulnerability in the context of a bug bounty program subject to non disclosure agreement.
- 2021 Reported missing rate limit in current password change settings leads to Account takeover in the context of a bug bounty program subject to non disclosure agreement.
- 2021 I enjoy playing in hacking and pentesting competitions (weekly CTF, TryHackMe, HackTheBox and other)

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📌 [antonio-rocco-spataro-9007a6175](https://www.linkedin.com/in/antonio-rocco-spataro-9007a6175)

Projects

- 2019 Donkey Kong replica written in C++ using Allegro Game Library 5.0 (OOP exam; team working with a colleague)
- 2019 Pokemon mini-game written in Java using LibGDX game library ("Graphic Interfaces and Event Programming" exam; team working with a colleague)
- 2019 European Researchers Night, showcase of my game projects at University of Calabria
- 2020 IoT e-commerce demo powered by Bootstrap and Java servlets ("Web Computing and Software Engineering" exam; team working with colleagues)
- 2020 AI for Five Card Draw poker powered by Answer Set Programming (DLV2; AI exam)
- 2020 Pokemon Blue Battle AI (for US Pokemon Blue) and mod for SameBoy GB emulator in C/C++ (for personal satisfaction)

Computer skills

- Coding:** Java, C++, Python, Perl, Autoit, Answer Set Programming (DLV2)
- OS-Shells:** Windows, Linux (bash, zsh, tmux)
- Web:** HTML, JSON, JavaScript, PHP
- Tools:** Git, Gradle
- Database:** MySQL, Postgres
- Libs, Other:** Design Pattern GOF, MVC,JUnit, LibGDX, Allegro Game Library

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