

Arek Ouzounian

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EDUCATION

University of Southern California, Viterbi School of Engineering
Computer Science

Los Angeles, CA

Expected Graduation May 2024

Minor: Cybersecurity

Previous Education: Pasadena City College (Fall 2020-Spring 2021)

Pasadena, CA

EXPERIENCE & LEADERSHIP

USC - ITP325: Ethical Hacking

Course Producer, Teaching Assistant

Jun 2022-Present

- As Course Producer, worked with a colleague and the Professor to completely revamp the curriculum from the ground-up to utilize modern frameworks and techniques
- As Teaching Assistant, coordinated with other TAs and the professor to grade assignments, make modifications and additions to the curriculum, and manage students

Runner Project

Engineer

Jan 2022-Jun 2022

- Worked with a team of engineers to create a remote execution engine and various frontend extensions for it
- Gained skills/experiences: Golang, integration tools, containerization technologies, git/github workflow

Three Apples Studios

Member, Lead Engineer

Mar 2021-Jun 2021

- As a member, worked on the Aralez project as an engineer, using the Unreal Engine to program a combat system.
- As Lead Engineer, led a team of engineers in creating a working demo of the game for the Minimum Viable Product.

SKILLS

- Programming Languages: C++, C#, Java, Python, Go, HTML/CSS/JavaScript
- Languages: English
- Proficient at assembling and maintaining both desktop computers and mechanical keyboards

AWARDS & HONORS

Cyber FastTrack - National Cyber Scholar 2022

- Ranked in the top 2% of Cyber FastTrack players nationwide, earned a scholarship for a course at the SANS Institute
- Badge Verification Link: https://badgr.com/public/assertions/_mmq3NY9TpqRUAgfbRz4LQ

NCL - Top 60 Team ("Trojans Writing Trojans")

- Placed 58th out of almost 4,000 US-based teams in the NCL CTF during Spring 2022
- Leaderboard Link: https://cyberskyline.com/hosted_events/ncl-spring-2022

RELEVANT COURSEWORK

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|---|---|
| • Introduction to C++ Programming | • Information Security Management |
| • Discrete Math for Computer Science | • Ethical Hacking |
| • Introduction to Information Security | • Data Structures & Object Oriented Design |
| • Enterprise Network Design (In Progress) | • Principles of Software Development (In Progress) |
| • Introduction to Algorithms and Theory of Computing (In Progress) | • Introduction to Embedded Systems (In Progress) |