Bryce Pedroza

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Experience

Starbucks – Information Security Engineer (*Scottsdale, AZ*) *June 2020 – Present*

- Maintain vulnerability management – Automation and data pipelines to handle tagging and due date assignments of more than 1 million vulnerabilities per day.
- Scanning infrastructure – Building vulnerability scanning infrastructure across on-prem datacenters, manufacturing plants, and regional offices.
- User and Entity Behavior Analytics (UEBA) – Maintain platform and build automation to handle case creation and ticketing via Jira.
- **Technologies: Python (Flask and Celery), Docker, Redis, Tenable.io, Kenna Security**

Starbucks – Information Security Intern (*Scottsdale, AZ)* *Aug. 2018 – May 2020*

- Built security orchestration to automate steps in the deployment of apps and surveys to in-store US devices, reducing deployment process time by more than 75%.
- Created reporting scripts and visualizations for team and upper management to drive security compliance within the organization.
- Implemented continuous integration and continuous deployment (CI/CD) with Jenkins into team's development process.
- **Technologies:** Python (Flask), Microsoft Azure, React, Tableau, Docker, Jenkins, SQL, git

Walmart Labs – Software Engineering Intern *(Bentonville, AR)* *May 2018 – Aug. 2018*

- Developed internal application for the Payment Acceptance Team to audit how Walmart handles payment card transactions.
- Used internal REST APIs to determine the attributes associated with issuer/bank identification numbers that Walmart supports.
- Enabled business partners to view and update transaction rules associated to more than 10,000 different types of credit cards.
- Refactored legacy point of sale troubleshooting tools.
- **Technologies:** React, Node.js, JavaScript, HTML, CSS, git

Projects and Research

[Bio-Inspired Computing] Counter Picker – A League of Legends Genetic Algorithm *Spring 2020*

https://github.com/brycepedroza/league_gen_alg

- Genetic Algorithm optimization implemented to counter a given team composition given 552,689,424 total team compositions.
- Application allows users to generate team compositions to determine best counter matchups using Riot Games API matchmaking data.
- Visualization to show optimized team performance.
- Azure app service hosting with GitHub workflows.
- **Technologies:** React, JavaScript, Python, Azure

[Urban Climate Informatics] Tweather – Visualizing and Tracking Weather Sentiment with Twitter *Spring 2020*

https://github.com/brycepedroza/weather_tracker

- Leveraged Python's Tweepy library to stream geo-tagged Tweets and observe if Twitter can be a substitute for calculating thermal comfort.
- Logistic regression model utilized to classify Tweets as related to weather or not.
- Built and trained a Naïve Bayes classification model to predict if a tweet had a positive or negative sentiment.
- Application built to map weather related tweets and their associated sentiment and visualization built to calculate general trends over a given area.
- Azure app service hosting with GitHub workflows.
- **Technologies:** React, JavaScript, Python (Fast API), Azure (App service, Cosmos DB)

Context Management Access Control with Hadoop and Kafka *Fall 2020*

https://github.com/brycepedroza/docker-hadoop-python

- Data-lake POC implemented to restrict or allow data access within the Hadoop Distributed File System (HDFS) depending on roles and additional attribute-based policies of a given user with granularity at the key: value level.
- Policy ingestion done at the data stream layer and MapReduce layer to allow for more customized and granular form of access control within HDFS with minimal overhead.
- **Technologies:** Apache Hadoop (HDFS & MapReduce), Apache Kafka, Apache Hive, Docker, Python (Faust), Java

Education

Arizona State University

Computer Science, MS *Aug. 2019 – May 2020*

Computer Science, BS – Summa Cum Laude (3.97/4.0) *Aug. 2015 – May 2019*

Interests

Houseplants, Spikeball, Domestic Policy, Stock Market Analysis, Cooking