

DIANE MARGO

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EDUCATION

California Polytechnic State University, Pomona

August 2016 – May 2020

Bachelor of Science - Computer Science, GPA: 3.12

- Relevant Courses: Data Structures and Algorithms, Discrete Structures, Introduction to Data Science, Computer Logic, C++ Programming, Computer Organization & Assembly Programming, Algorithms, Formal Languages and Automata, Programming Languages, Machine Learning, Mobile Development, Software Engineering.
- Technical Skills: Java, Python, C++, C#, C, MIPS, Unity, Android Studios, Git, LUA, HTML, Dart, Flutter, Tenable, BMC Remedy, Industrial Defender Automated Systems Manager (ID ASM), SharePoint, SAP.

WORK EXPERIENCE

Southern California Edison: *IT Security and Compliance*

IS, Security Associate

June 2020 – Present

- Manage a record of patches per device in SCE's Bulk Electric System (BES) by working with SMEs (subject matter experts) to install any security patches released from the vendors.
- Lead the SharePoint by managing accesses, tracking Grid Services member's accesses, and debugging SharePoint issues among users.
- Participate in Change Management activities by verifying and providing all evidence to meet the NERC CIP (North American Electric Reliability Corporation critical infrastructure protection) requirements.

Professional Trainee

May 2019 – June 2020

- Ensure that NERC CIP regulatory compliance and cybersecurity standards are met by providing a cybersecurity framework for the identification and protection of SCE's critical infrastructure assets to support reliable operation of BES.
- Assist with access orders as it relates to Electronic Access using the SAP BMC Remedy for IT access role responsibility.
- Provision access on SharePoint and validated with each stakeholder to determine if the access was still needed.
- Perform vulnerability scans using Tenable on NERC CIP environments on a bimonthly, monthly, and quarterly basis and work on projects consisting of new assets, performing a new asset vulnerability risk assessment.

PROJECTS

Southern California Edison Intern Project: *Automated Baselines*

August 2019

- Aggregated data from all the NERC CIP environments from Industrial Defender into one file.
- Worked with compliance SMEs to reconfigure the manual baselines so that the Python script could run efficiently and provide consistency in the process for devices with corresponding software.
- Tested my application for quality control by manually collecting sample evidence and comparing it against my results from my script.

LA Hacks: *Trading Wars*

March 2018

- Scripted a web application game by working with HTML and Ruby on Rails to develop a website that featured a game and options for people to make an account to participate in stocks a real-time stock game.
- Implemented an Application Programming Interface (API) from BlackRock that took the data of real-time stocks.

HackPoly: *Undercooked*

February 2018

- Utilized the platform Unity and used the Oculus Rift, a virtual reality system, to build a game where users are immersed in a virtual kitchen along with objects under a time limit.
- Collaborated with teammates using Unity's Cloud Build to consolidate and execute the scripts.

ACTIVITIES/LEADERSHIP

Executive Board Member, Co-Vice President – *Computer Science Society*

May 2019 – Present

- Organize and select interns for the executive board.
- Communicate between board members, general members, and outside parties.
- Advice and assist the board members with their duties.

Executive Board Member, Secretary – *Bronco Esports*

May 2018 - Present

- Acted as an official representative of the club to the Student Interest Council (SIC).
- Developed methods to make more efficient events that hold around 500 attendees.
- Worked with sponsors, organizations on campus, and tools online to book rooms and submit applications.