DANNY PHAM

Computer Science

CONTACT

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EDUCATION

B.S. COMPUTER SCIENCE
CALIFORNIA STATE UNIVERSITY,
SACRAMENTO
MINOR IN PHILOSOPHY

CERTIFICATIONS

CompTIA CySA+	June 2020
CompTIA Security+	April 2020

SKILLS

- Information Security
- Software Engineering
- Database Management
- Quality Assurance
- Data Analysis

PROGRAMMING LANGUAGES

Java, Swift, Python, SQL, HTML & CSS

TECHNOLOGIES

Xcode, Eclipse, Google Cloud Platform,
VirtualBox, VMware, MySQL, Microsoft 365,
Kali Linux, Wireshark

RELEVANT COURSEWORK

- Cryptography
- Computer Attacks & Countermeasures
- Forensics Principles & Practices
- Computer Network & Internet
- Computer Ethics

RESEARCH & PROJECT EXPERIENCE

iOS Developer

Learn Cybersecurity | MAR 2020 – MAR 2021

- #1 ranked cybersecurity app on the App Store
- Designed user interface to provide seamless iOS experience
- Included over 100 cybersecurity concepts and quiz questions
- Provided access to recent cyber attacks from 15 news sources
- Obtained app installations from 100+ different countries
- Achieved 5000+ downloads after 8 months of releasing
- Monitored with SEO tools for mobile and data analytics

Senior Project

Think Inside The Bun | AUG 2018 – MAY 2019

- Created mobile app for Think Inside The Bun catering business
- Designed user interface, managed database, and communicated with client to understand business needs
- Utilized camera, GPS, social media, email, and iMessage features for iOS devices. CocoaPods for 3rd party libraries
- Included secure coding practices such as input validation, error/exception handling, and bounds checking
- Developed using Xcode, Swift, and Google Cloud Platform

Vulnerability Research

BlueBorne | APR 2019 – MAY 2019

- Researched popular Bluetooth vulnerability that affected iOS, Android, Windows, and Linux systems
- Performed malware analysis to understand the buffer overflow attack forcing the device to malfunction
- Demonstrated vulnerability using Armis PoC exploit code in sandbox

Java Programming

UFO World | JAN 2018 – MAY 2018

- Developed and tested mobile game application using Java
- Designed using Object Oriented Programming and Model View Controller architectural pattern
- Debugged and integrated program to support Android devices

Web Design

CSUS Scheduler | AUG 2017 – DEC 2017

- Appointment scheduling system designed under Agile
- Reviewed project requirements and created wireframes for UI
- Designed user interface using HTML & CSS
- Collaborated with back-end to synchronize MySQL database