

# Junseok Oh

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## Summary

Aspiring **Cybersecurity** Junior, with a passion for problem-solving, threat hunting, and incident response, seeking to launch Cybersecurity career. Strong academic background in Computer Science, combined with **exceptional analytical skills**.

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## Skills

- **Languages:** C, C++, Python, Bash, Assembly, SQL, R
  - **Web Dev:** HTML, CSS, JavaScript, Next.js, React.js, Node.js
  - **Environments:** AWS, MySQL, PostgreSQL, Supabase
  - **Tools:** Visual Studio, Git, REST, APIs
  - **Security:** Linux, Security Frameworks, SIEM, IDS, packet sniffers, Metasploit, Nmap, BurpSuite
  - **CTF:** gdb, IDAPro, x64gdb, shell Scripting
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## Personal Projects & Labs

### SOC Automation Lab | Cybersecurity | [Blog](#)

May 2024 – Jun 2024

- Designed a Security Operations Center (SOC) automation workflow using Cloud with open-source software to streamline event monitoring, alerting, and incident response.
- Created a custom analytics rule to generate alerts for virtual machine activity.
- Integrated Wazuh for comprehensive event management, TheHive for case management and coordinated response actions, and Shuffle for workflow automation with enrichment of reports.

### Blue Team Home Lab | Cybersecurity | [Blog](#)

Feb 2024 – May 2024

- Configured a comprehensive cybersecurity home lab to test vulnerabilities, practice threat detection, and perform penetration testing.
- Utilized pfSense, Kali Linux, DFIR, Splunk, Flare, Chronos, and Active directory environment to reconstruct a small enterprise network.
- Simulated offensive and defensive tactics for adversary emulation and incident response practice.

### Blog | Full stack development | [GitHub](#)

Oct 2023 – Feb 2024

- Led the development of a full-stack blog SaaS project, utilizing **Next.js** for the front end and **Supabase** for the back end.
- Implemented secure **user authentication** and real-time data management with Supabase, underlining application reliability and performance.
- Designed a visually appealing interface with Tailwind CSS, leveraging TypeScript for improved code quality and maintainability.

### Chess-Game | Object-Oriented Software Development | [GitHub](#)

Nov 2022 – Jan 2023

- Designed a chess engine integrating with a graphical user interface utilizing **C++** programming and algorithms.
- Executed unit testing in shell environments using Bash and streamlined code with Make.