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Education

Georgia Institute of Technology

Bachelor of Science in Computer Engineering 2019
GPA: 3.80/4.00

Experience

Georgia Institute of Technology Cyber Security

Analyst

Jan 2018 - Current
Atlanta, GA

- Analyzed security alerts, including network attacks, malware, and phishing, to determine their threat levels
- Used tools such as Splunk, FireEye, and Wireshark to determine how a threat should be resolved
- Communicated with network admins and campus members to resolve security incidents

Georgia Institute of Technology School of Physics

IT Team Member

Feb 2017 - Dec 2017
Atlanta, GA

- Worked on a team of three to administer all Windows, Linux, and macOS systems on the School of Physics network
- Built custom desktops for researchers, set up lab networks, and maintained network security
- Provided support to faculty for any software, hardware, and networking issues

Lenovo

ThinkPad Product Engineering Intern

May 2017 - Aug 2017
Morrisville, NC

- Diagnosed, replicated, and analyzed hardware/software defects on Thinkpad laptops and desktops
- Developed automated testing and lab monitoring systems for stress testing and defect detection of systems and batteries
- Worked on a tool for standardizing First Article Inspections across manufacturing departments and aggregating data

Projects

Gif.Me

Sep 2017 - Sep 2017

- Chrome extension to securely send encrypted messages encoded into Gifs through Facebook Messenger
- Client-side RSA encryption and server-side image processing (steganography) and hosting
- Created for HackMIT using HTML/CSS/JS, Node, C++, and server hosted on AWS

Hotroom Monitor

Jun 2017 - Aug 2017

- Desktop GUI application displays live temperature, power, and network data of a hotroom filled with computers being stress-tested
- Network connected Arduino logs and serves temperature data and includes a killswitch for emergencies
- Created using an Arduino, C++, HTML/CSS/JS, and Powershell scripts, packaged with Electron

The Play Odds

May 2017 - Jan 2018

- A simulation tool, based on the Monte Carlo method, that predicts the playoff seed standings for ESPN Fantasy Football leagues
- Web interface deployed at www.theplayodds.com using Heroku and created using Python, Flask, and HTML/CSS/JS

Activities

Georgia Institute of Technology Mastering Android Development (GITMAD)

Officer

Current

- Gave presentations and tutorials on Android development concepts and creating applications in Android Studio
- Managed club website and created visuals including club logo and flyers

Society of Hispanic Professional Engineers (SHPE)

Member

Current

- Participated in networking events and corporate talks by Hispanic professionals and sponsors

Skills

Programming Languages: C/C++, Python, JavaScript (Node.js), Java, MATLAB, VHDL, HTML/CSS

Technologies: Arduino, mbed, Linux, Git, Android, Heroku, Flask, Splunk, FireEye

Languages: Spanish, French