

Erin Bleiweiss



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Experience

runZero (formerly Rumble)

Security Research Engineer

June 2022-present

- Improved asset fingerprinting across network discovery product
- Added support for new device and software detection based on customer feedback
- Assisted customers with product troubleshooting and bug reports

Rapid7

Software Engineer II

February 2019-June 2022

Software Engineer I

July 2018-February 2019

- Full-stack web development for creation of a new crowdsourced vulnerability assessment and discussion forum (attackerkb.com)
- Architected cloud infrastructure, deployment, and web-based scoreboard for yearly Metasploit community Capture The Flag event with 1,000+ users
- Built and maintained REST capabilities for Metasploit Framework web service
- Wrote community-oriented blog posts capturing release highlights for Metasploit Framework

Jackrabbit Mobile

iOS and Web Developer

September 2016-June 2018

- Developed and maintained mobile apps using Swift, API and backend services using Python/AWS, and web apps using Typescript/Angular 2
- Communicated technical information and demonstrated features to clients
- Coordinated with third-party hardware teams to develop features for IOT projects
- Advised sales team with scoping and development estimates for prospective clients
- Created and maintained technical documentation for client work
- Led strategy meetings to improve practices within the Engineering team

Ihiji (acquired by Control4)

Web Application Developer

May 2015-May 2016

- Built and maintained web applications in PHP with Python backend
- Integrated third party IP-enabled devices for monitoring and management
- Enhanced user-facing portal with new metrics and UI improvements
- Modernized email notifications system to utilize new API

Technical Skills

Languages: Python, Go, Ruby, SQL, Swift, Java, PHP, HTML, CSS, JS

Frontend Web: npm, node, yarn, SASS, Webpack, jQuery, Bootstrap, Angular, Python-Flask, Go templates

Backend/Deployment: AWS, Terraform, Heroku, Firebase, Jenkins

Education

Bachelor of Arts, Plan II Honors Minor, Computer Science

The University of Texas at Austin

May 2016

- Plan II is an Interdisciplinary honors program encouraging specialization and culminating in a capstone thesis. As my thesis project, I independently designed and developed an experimental mobile game for iOS, which was published in the App Store.