



# FOSTER MCLANE

## INFORMATION SECURITY ANALYST

### ABOUT

I am a computer enthusiast and enjoy almost everything to do with computers, from low-level logic circuits to high-level programming. I am especially interested in embedded programming, operating systems, program security, network security, and network protocols. In addition to my computer enthusiasm, I have a large interest in high school level education in computational thinking.

### WORK EXPERIENCE

#### Clemson University

<https://ccit.clemson.edu/cybersecurity/operations-center/>  
December 2017 – Present

#### Information Security Analyst

Under the Office of Information Security and Privacy, I am a full-time analyst of Clemson's computer network for identifying potential cyber security threats, mitigating current threats, and preventing current threats from happening in the future.

#### FoosterNET, LLC

<https://fooster.io/>  
November 2013 – Present

#### Owner

FoosterNET, LLC is a company I use for freelance work in cyber security consulting, system administration, and computer programming. It additionally sanctions all other services I provide for money including server hosting.

#### Clemson University

<https://ccit.clemson.edu/cybersecurity/operations-center/>  
January 2017 – December 2017

#### Cybersecurity Intern

Under the Office of Information Security and Privacy, I was a part-time analyst of Clemson's computer network for identifying potential cyber security threats, mitigating current threats, and preventing current threats from happening in the future.

#### Clemson University

January 2017 – May 2017

#### Virtual Reality Intern

Under Dr. Stephen Moysey, I worked to bring virtual reality to the university in a variety of ways including setting up VR systems, coordinating generally available VR equipment for students and faculty, and creating demos for VR.

#### Clemson University

January 2016 – December 2016

#### Virtual Reality Game Development Intern

Under Dr. Stephen Moysey, I researched teaching applications of geological sciences field techniques in a virtual reality video game. The game, titled Virtual Reality Field Experiences, features a trip to the Grand Canyon where the gamer learns rock identification techniques and builds the stratigraphic column of the canyon.

#### Clemson University

<http://people.clemson.edu/~yue6/>  
January 2015 – May 2016

#### Undergraduate Student Researcher in UAV and Manufacturing Robotics

Under Dr. Yue Wang, I researched quadrotor control algorithms and trust aware manufacturing in the Interdisciplinary Intelligence Research Lab, or I<sup>2</sup>R Lab.

### CONTACT

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🌐	<a href="https://fooster.io/">https://fooster.io/</a>
🐙	GitHub fkmcclane

### EDUCATION

2019 2014	<b>Clemson University</b> 🎓 Bachelor of Science  Computer Science, with an interest in Education, Math, and Language
2014 2012	<b>SC Governor's School for Science and Mathematics</b> 🎓 High School  Computer Science

### AWARDS

July 2019	<b>Global Information Assurance Certification</b> 🏆 GIAC Certified Penetration Tester (GPEN)  The certification signifies a demonstrated knowledge of penetration testing techniques and tools.
January 2019	<b>Global Information Assurance Certification</b> 🏆 GIAC Certified Intrusion Analyst (GCIA)  The certification signifies a demonstrated knowledge of intrusion detection techniques as an information security analyst.

## VOLUNTEER

### GIAC Advisory Board

<https://www.giac.org/certified-professionals/advisory-board>

January 2019 – Present

#### Member

After completing my GCI certification from GIAC, I've been invited to the GIAC Advisory Board which takes an active role in the GIAC program and in SANS training.

### CU Cyber

<https://cucyber.net/>

April 2018 – Present

#### Staff Advisor

CU Cyber is the cyber security club at Clemson University. We participate in cyber defense competitions and hold weekly seminars involving cyber security. I am one of the staff advisors of CU Cyber where I advocate for the club, provide technical resources and knowledge, architect the Cyber Warfare Space, and maintain domain names and servers for the club.

### SC Robotics Education Foundation

<http://scref.org/>

January 2015 – Present

#### Field Technical Advisor and Field Inspector

After three years of experience of participating in the FIRST Tech Challenge robotics competition, I volunteer to run the scrimmage hosted by the SC GSSM and am the main technical coordinator for the state competition.

### CU Rocket Engineering

January 2017 – August 2018

#### Lead Avionics

As lead avionics, I coordinated the team that created the electronic internals of the rockets we flew at the Intercollegiate Rocket Engineering Competition. I did a lot of the design work and kept the team productive.

### CU Cyber

<https://cucyber.net/>

August 2015 – April 2018

#### Level 5 Tech Support

CU Cyber is the cyber security club at Clemson University. We participate in cyber defense competitions and hold weekly seminars involving cyber security. I was the secretary and then Level 5 Tech Support of CU Cyber where I maintained club organization, club preparation, and various technological aspects. I additionally helped create many of the weekly seminars given.

### Clemson ACM

<https://www.cs.clemson.edu/acm/>

September 2014 – January 2017

#### Webmaster

ACM, the Association for Computing Machinery, is the world's largest society for scientific and educational computing. I was the webmaster of Clemson University's local chapter where I created and maintained their website.

## SKILLS

### Programming

Master

C C++ C# Python JavaScript Java PHP

### Unix Administration

Master

Website Deployment Virtual Machines Networking

General Services RedHat Enterprise Linux Ubuntu

Arch Linux Gentoo Linux Debian FreeBSD

### Network Security

Proficient

Cisco Palo Alto pfSense Endian UniFi

### Web Development

Proficient

HTML5 CSS3 JavaScript Bootstrap PHP Python

Django

### Documentation

Proficient

LaTeX Markdown VimWiki

## PUBLICATIONS

### Trust-Based Mixed-Initiative Teleoperation of Mobile Robots

 American Control Conference

06 July 2016

<https://doi.org/10.1109/ACC.2016.7526640>

Trust-Based Mixed-Initiative Teleoperation of Mobile Robots is a scheme for the bilateral teleoperation of mobile robotic systems using a quadrotor, ground robot, and a haptic feedback device. In the scheme, control is shared between human and autonomous controllers with the human controller having force feedback cues. Two-way trust models are calculated to dynamically scale each control input for optimal performance and reduced physical workload of the human operator. The results indicate that the proposed scheme improves task performance by 31% and reduces the operator workload by 23.9%.

## LANGUAGES

English

Native

French

Elementary Proficiency

Japanese

Learning