CHRISTOPHER

NGO

408-518-0692

SF Bay Area, California

Github.com/ingochris

in Lnked.in/ingochris

Skills

LINUX: AWK, BASH, CIFS/SMBFS, GIT, NFS, PXE, RAID, REGEX

NETWORK: Cisco IOS, Firebug, OSI Model, TCP/IP Model, Routing, Switches, Subnets, Wireshark

SECURITY: ACL. BURP. Fiddler, IDS/IPS, Kali, Metasploit, Nessus, Nexpose, Nmap

VIRTUALIZATION:

Oracle VirtualBox. VMware (Player, vSphere ESXI, Workstation)

WEB: Flask, HTML/CSS, JavaScript, jQuery, MEAN Stack

Honors

Top 5% of RITx **Computer Forensics** (Class of 21,680 Students)

Winner of WWC Hackathon 2017

Winner of Silicon Valley Hackathon 2016

Winner of HackingEDU Hackathon 2015

Education

Rochesters Institute of Technology (RITx) Cybersecurity

42 Silicon Valley Computer Science

Experiences

Make School

Mar 2017 - Current Consultant

- Advise on hardware/software engineering projects for students
- Lead workshops and teach iOS development

Cambridge 2 Cambridge

Pentester (U.S. Team Captain)

May 2017 - July 2017

- Placed in Top 15 competitors of MIT Cambridge Cybersecurity National Qualifiers
- Represented the U.S in Forensics and Penetration at University of Cambridge, U.K.

Quanta

Senior Test Engineer (Server NPI & Sustaining) Jul 2015 - May 2017 Amazon AWS | EMC VxRail | Facebook CDN | Microsoft Azure/Bing | Open Compute Project | QCT STRATOS | QuantaGrid | QuantaPlex | QxStack (VMware EVO SDDC)

- Developed and implemented L10-L11 server rack system test software in BASH, Perl, Python, SQL, and TTL
- Designed and managed lab networks (Arista/Cisco/Delta/FBOSS/Juniper/ONIE/Palo Alto Networks)
- Wrote Linux automation programs for mass-production tests and firmware flash (BIOS, BMC, CMC, FRU, HDD, NIC, SSD, TPM)

Hackathon Hackers

Hacker | Mentor

May 2014 - Oct 2016

- Open Source projects at devpost.com/ingochris
- Toured North America to compete, mentor, and teach at 50+ Hackathons

Violin Memory

CS Intern

Oct 2013 - Jun 2014

- Built and administrated Salesforce CRM and knowledge base
- Configured Callhome for customer and internal systems through SSH
- Spearheaded data migration project from Google Cloud to SharePoint (In-House)

Professional Affiliations

Clarifai

Champion (Devangelist)

HackingEDU

Mentorship Director

Hackster

Hardware Programming Ambassador

SiliconHacks

Board of Directors

Spectra

Technical Director

Stanford University Security Research Scholar

Technical Certificates

Cryptography

CybraryIT

Metasploit CybraryIT

Computer Forensics

Rochester Institute of Technology

Network Security Rochester Institute of Technology

MongoDB Python Developer

MongoDB University

SQL Relational Databases

Stanford University

Extracurricular Projects

AINOMALY - UNIVERISTY OF WATERLOO, CANADA

AUTOMATE - UNIVERSITY OF CALIFORNIA, BERKELEY

CHARITYOR.ME - UNIVERSITY OF CALIFORNIA, SAN DIEGO

CISCO JAILBREAK - UNIVERSITY OF CALIFORNIA, SANTA BARBARA

EVERYCHAT - UNIVERSITY OF PENNSYLVANIA

FISTPUMP - UNIVERSITY OF SOUTHERN CALIFORNIA

HF TRANSLATOR - UNIVERSITY OF CALIFORNIA, BERKELEY

INFINITYENCRYPTION - CALIFORNIA INSTITUTE OF TECHNOLOGY

JUNI - JUNIPER NETWORKS, SUNNYVALE

JUSTICEMATCH - PAYPAL, SAN JOSE

NUTRIFEYE - UNIVERSITY OF CALIFORNIA, BERKELEY

REYODA - UNIVERSITY OF CALIFORNIA, LOS ANGELES

SECUREDROP - INTERNET ARCHIVE, SAN FRANCISCO

SUMMONING SURGE - FACEBOOK, MENLO PARK

TOUCAN - "DESIGN THE FUTURE OF WIKIHOW", SAN MATEO

- Wrote security incident response software for the Canadian Special Forces using Computer Vision and TensorFlow artificial intelligence
- Reverse engineered Tinder's API by wireshark network sniffing to automatically analyze, rate, and swipe "selfies" with computer vision
- Developed to-do list app that punishes overdue tasks by donating money from bank accounts to charities through Venmo API
- Analyzed and exploited a vulnerability in Cisco's Mobility Service Engine to circumvent the system's location tracking services security feature
- Reverse engineered Yik Yak API to make real-time chat app powered by NodeJS and Socket.io in geolocation fences (Chrome and Comcast)
- Developed Unity Oculus Rift videogame utilizing Leap Motion sensors for augmented reality; Google Sketchup of 3-D Printed VR peripheral
- Built a speech-to-speech hands-free translator using Google's Web Speech API for transcription and vocalization, wrapping Google's Translate API
- Created a new mode of PGP RSA encryption key algorithm seed entropy generation by the Synaptic Telegraphe prototype in Python (Win7 API)
- Developed a web-wide scalable AI-enhanced Text-Editor in JavaScript that allows everyone to perform research in an easy and streamlined form-factor
- Created an aggregated social network for easy yet effective social signal boost with facebook, instagram, twitter APIs
- Wrote a phone web app to track user macronutrition intake from camera with Google Cloud Computer Vision and USDA database API
- Created MEAN stack web app that leverages Mashape's and ReSpoke's RESTful APIs to "Yoda-fy" user messages prior to transmission
- Improved an open-source software platform for secure anonymous communication between journalists and whistle-blower sources
- Designed and programmed a videogame in C#, powered by the Unity 5 Game Engine
- Programmed an app in C and JavaScript with CloudPebble to take natural language voice dictation input, scrape wikiHow, and determine best result (Python fuzzy string matching) for smartwatch output