

CHRISTOPHER NGO

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Skills

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

NETWORK: Cisco IOS, Firebug, OSI Model, Routing, Switching, Subnetting, Wireshark

SECURITY: ACL, BURP, CAINE, EnCase, Fiddler, FTK, IDS/IPS, Kali, Metasploit, Nessus, Nexpose, Nmap, OWASP

VIRTUAL: VirtualBox, VMware Player, vSphere ESXI, Workstation

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

Honors

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

Winner of Stanford
Security TreeCTF 2018

Winner of Stanford
Hackathon 2018

Winner of WWC
Hackathon 2017

Winner of Silicon Valley
Hackathon 2016

Winner of HackingEDU
Hackathon 2015

Education

Rochester Institute of
Technology (RITx)
Cybersecurity

42 University (SV)
Computer Science

Mission College
Ethical Hacking

Experiences

Make School Consultant

Mar 2017 - Current

- 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 CTF 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)

- Designed and managed 40GbE/100GbE lab networks powered by Arista EOS, Cisco IOS, Delta ONIE, Facebook/OCF FBOSS, Juniper Junos OS, and Palo Alto Networks Firewalls
- Developed and released L10-L11 server rack system test software in BASH, C, Perl, Python, SQL, and TTL
- Wrote Linux automation programs for server mass-production tests and firmware flash (BIOS, BMC, CMC, FRU, HDD, Intel ME, NIC, RAID, 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

CCNA Cyber Ops (In-Progress)

Cisco Networks

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 - UNIVERSITY OF WATERLOO, CANADA	<ul style="list-style-type: none">• Wrote security incident response software for the Canadian Special Forces (CANSOFCOM) using Computer Vision and TensorFlow artificial intelligence
AUTOMATE - UNIVERSITY OF CALIFORNIA, BERKELEY	<ul style="list-style-type: none">• Reverse engineered Tinder's API by wireshark network sniffing to automatically analyze, rate, and swipe "selfies" with computer vision
CHARITYOR.ME - UNIVERSITY OF CALIFORNIA, SAN DIEGO	<ul style="list-style-type: none">• Developed to-do list app that punishes overdue tasks by donating money from bank accounts to charities through Venmo API
CISCO JAILBREAK - UNIVERSITY OF CALIFORNIA, SANTA BARBARA	<ul style="list-style-type: none">• Analyzed and exploited a vulnerability in Cisco's Mobility Service Engine to circumvent the system's location tracking services security feature
EVERYCHAT - UNIVERSITY OF PENNSYLVANIA	<ul style="list-style-type: none">• Reverse engineered Yik Yak API to make real-time chat app powered by NodeJS and Socket.io in geolocation fences (Chrome and Comcast)
FISTPUMP - UNIVERSITY OF SOUTHERN CALIFORNIA	<ul style="list-style-type: none">• Developed Unity Oculus Rift videogame utilizing Leap Motion sensors for augmented reality; Google Sketchup of 3-D Printed VR peripheral
HF TRANSLATOR - UNIVERSITY OF CALIFORNIA, BERKELEY	<ul style="list-style-type: none">• Built a speech-to-speech hands-free translator using Google's Web Speech API for transcription and vocalization, wrapping Google's Translate API
INFINITYENCRYPTION - CALIFORNIA INSTITUTE OF TECHNOLOGY	<ul style="list-style-type: none">• Created a new mode of PGP RSA encryption key algorithm seed entropy generation by the Synaptic Telegrapher prototype in Python (Win7 API)
INSTAREACT - UNIVERSITY OF CALIFORNIA, LOS ANGELES	<ul style="list-style-type: none">• Automated Instagram with Google Cloud Vision's sentiment analysis machine learning model API
JUNI - JUNIPER NETWORKS, SUNNYVALE	<ul style="list-style-type: none">• Developed a web-wide scalable AI-enhanced Text-Editor in JavaScript that allows everyone to perform research in an easy and streamlined form-factor
JUSTICEMATCH - PAYPAL, SAN JOSE	<ul style="list-style-type: none">• Created an aggregated social network for easy yet effective social signal-booster with Facebook, Instagram, and Twitter APIs
NUTRIFEYE - UNIVERSITY OF CALIFORNIA, BERKELEY	<ul style="list-style-type: none">• Wrote a phone web app to track user macronutrition intake from camera with Google Cloud Computer Vision and USDA database API
REYODA - UNIVERSITY OF CALIFORNIA, LOS ANGELES	<ul style="list-style-type: none">• Created MEAN Stack web app that leverages Mashape's and ReSpoke's RESTful APIs to "Yoda-fy" user messages prior to transmission
SECUREDROP - INTERNET ARCHIVE, SAN FRANCISCO	<ul style="list-style-type: none">• Contributed to the open-source software platform for secure anonymous communication between journalists and whistle-blower sources
SOCIAL-ENGINEER FIREWALL (SEF) - STANFORD UNIVERSITY	<ul style="list-style-type: none">• With Houndify NLP, developed the world's first firewall software that protects OSI Level 8 (end-user/human) against Black Hat Social Engineers
SUMMONING SURGE - FACEBOOK, MENLO PARK	<ul style="list-style-type: none">• Designed and programmed a multi-dimensional videogame in C#, powered by the Unity 5 Game Engine
TOUCAN - "DESIGN THE FUTURE OF WIKIHOW", SAN MATEO	<ul style="list-style-type: none">• 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