

# Jack Eakle

Gainesville, Florida

352-227-0111 | [jackeakle@gmail.com](mailto:jackeakle@gmail.com) | <https://www.linkedin.com/in/jack-eakle-a730961b3> | <https://jaeakle.github.io/> | [jackeakle@gmail.com](mailto:jackeakle@gmail.com)

## ABSTRACT

- Dynamic and dedicated student with a strong foundation in Computer Science, Information Technology, and Security. With hands-on experience in supporting large-scale HPC systems and developing secure software solutions. Passionate about driving technical solutions that enhance user interaction, operational efficiency, and data security. Constantly looking to learn, adapt, and apply cutting-edge technologies to solve complex problems.

## EDUCATION

**Bachelor of Science, Computer Science, Minor in Engineering Innovation**

**May 2025**

*University of Florida, Gainesville, FL*

## CERTIFICATIONS AND SKILLS

- **Skills:** Helpdesk Support, Information Security, Penetration Testing, SLURM, Atlassian/Jira, Bugzilla, git, Docker, Virtualization, Active and Passive Analysis, Cryptography, Malware Development, Web Application Security, Networking, Social Engineering, C2 (Command and Control), REST API, MERN stack, Agile software development, Incident Response, CI/CD.
- **Project Management and Cybersecurity Certificates**, University of Florida.
- **Security+**, Studying (Planned Test Date: January 2025).
- **Languages:** Java, Python (numpy, pandas, sklearn), C/C++, Swift, R, Rust, Javascript, MATLAB, SQL, Bash.
- **OS:** Unix, Windows 11 (and below), Windows Server 2022 (and below).
- **Databases:** MariaDB, MongoDB, MySQL.

## WORK EXPERIENCE

**Research Computing Support Assistant, University of Florida Research Computing, Gainesville FL**

**February 2023 - Present**

- Supported and triaged critical HPC research pipelines to ensure maximum service uptime.
- Assisted over 6000 users using SLURM, MPI, CUDA, and Python applications to guarantee product performance.
- Bug tracking and assistance through Bugzilla tools for efficient triage of user requests.
- Managed and developed internal HPC support applications to increase productivity while working with the HPC.

**Arcade Attendant, Flip Flops Family Entertainment Group Arcade, Orlando FL**

**May 2022 - August 2022**

- Repaired/maintained the electronic and mechanical arcade machines allowing for maximum machine uptime for customers.
- Efficiently operated POS register systems with the goal of maximizing customer experience.
- Provided customer support and assistance relating to arcade machines and general arcade information.

## PROJECTS

**Netcat-rs, Personal Project**

**August 2024**

- Implemented the popular Netcat tool in Rust with modern cryptographic support to expand tool security.
- Added support for SSL/TLS encryption between hosts using the encryption library rustls, expanding tool functionality.
- Integrated the ability to execute remote programs on the host from the client, making encrypted backdoors possible.

**HiPerGator System Applications Testing, Work Project**

**August 2023 - December 2023**

- Developed a framework in a distributed cluster to automate unit tests for over 2000 applications ensuring functional software for all users.
- Implements the ReFrame-HPC testing library for Python to effectively document and apply software tests across the cluster.
- Ensures mass MPI, CUDA, and SLURM application uptime and functionality for 6000+ HPC users.

**Undergraduate Researcher, UF Undergraduate Research**

**February 2023 - April 2023**

- Assisted in educating underprivileged middle to high-school-aged students about introductory computer science and programming, with the goal of measuring student interest in computing.
- Observed and recorded the participant's behavior to gauge their learning from our instruction.
- Conducted recorded in-person exit interviews with each participant to qualitatively collect data on their individual experiences during the research.

**\$1 Unistroke Recognizer, Class Project**

**January 2023 - April 2023**

- Worked to create an instance-based nearest-neighbor classifier with a 2-D Euclidean distance function to identify and process handwritten symbols.
- Developed a 2-D single-stroke recognizer for rapid prototyping of gesture-based user interfaces.
- Implemented 16 unique, multipoint gesture types that the \$1 algorithm would read and detect.

## EXTRA CURRICULAR

**UFSIT, Club Member**

**August 2024 - Present**

- Participated in numerous CTF competitions focusing on web application penetration testing using Burp Suite, and cryptography.
- Learned Red Teaming and Blue Teaming skills by participating in club meetings and competitions.