Siddarth Senthilkumar

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EDUCATION

Georgia Institute of Technology – Atlanta, GA

GPA: 3.8 – Dean's List and Faculty Honors

Focus: Computer Security, Systems & Architecture, Networks

B.S. Computer Science August 2014 – May 2017

AWARDS & DISTINCTIONS

Placed 13th in National CSAW CTF Competition September 2015 Dailey/Smith Scholarship Recipient August 2015 May 2015 Faculty Honors (4.0 GPA) Dean's List (> 3.0 GPA) December 2014

EMPLOYMENT

Windsor Ponds Condominium Association – Princeton Junction, NJ

July 2015 – August 2015

Database Document Manager

- Responsible for developing web scripts to automate the downloading of nearly 1000 documents in preparation for migration to a new server. Used Python to sort and classify the documents into an organized file schema.
- Scraped web data on residential information; formatted info into Excel spreadsheets.
- Tools Used: JavaScript, Python, Beautiful Soup and Selenium web parsing/automation libraries, Excel, Macros

Georgia Institute of Technology

Center for Academic Success - Atlanta, GA

August 2015 – Present

August 2015 - Present

• One-on-one tutor for Intro. Programming, Data Structures & Algorithms, Linear Algebra, Calculus, and Physics.

ACTIVITIES

GreyHat Information Security Club

CTF Team Captain

- Taught new members skills in cryptanalysis, steganography, and reverse engineering.
- Gave presentations on different exploits and Linux tools for use in computer security competitions.
- Competed in ethical hacking competitions. Placed 13th in CSAW CTF, qualifying for finals on-site in NYC.

PROJECTS

Cryptanalysis/CTF Competition Toolkit

Present

• Developing and compiling tools to analyze CTF problems like Stego, Encryption, and reverse engineering

FitMe September 2015

- Android App written at hackathon that connects users to personal fitness trainers in their area.
- Used Capital One's payment platform to facilitate transactions between a user and a service provider.
- Tools Used: Android Studio, Java, Capital One "Nessie" API

M.U.L.E.

August 2015 – December 2015

- JavaFX application simulating 1983 NES game of the same name for Objects & Design class.
- Practiced MVC and SOLID software design principles.
- Tools Used: Java, Gradle, SceneBuilder to create FXML files representing graphics, GitHub to manage VC

SKILLS

- Programming Experience Java, C, Python, HTML, CSS, JavaScript, Android, VBA
- Frameworks: Swing, JavaFX, ¡Query
- GitHub: https://github.com/sidsenkumar11
- Website: http://sidsenkumar11.github.io/