JEFFREY MURRAY JR

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EDUCATION

MS University of Washington, Cybersecurity Engineering

Bothell, WA Anticipated Graduation June 2022

Bothell, WA

BS University of Washington,

Computer Science and Software Engineering

Sep 2018 - Aug 2020

EXPERIENCE

Research Assistant

Bothell, WA

Jul 2020 – Sep 2020

Privacy Analysis of Data Anonymization

• Investigation of a large body of literature in state-of-the-art anonymization techniques.

- Analysis and recommendations for Customer Propriety Network Information.
- Publication available on arXiv:2101.09834.

Web Developer [JavaScript]

Lake City, WA

Dec 2019 – Feb 2020

Briley's BBQ, Front-End

- Developed a prototype on my own time and sparked their interest in a new website.
- Transferred existing DNS records and web service from Wix to Squarespace.
- Integrated third party gift card and open-source file uploading system.

Internship [Dart, Python, JavaScript]

Bothell, WA

Luminator Technology Group, Full-Stack

Oct 2019 – Feb 2020

- Migration of their mSET web service to a mobile application.
- Use of their open API and Flutter plugins to decode H.264/5 encoded data stream.
- Collaborate with three other team members and project manager.

RESEARCH/PROJECTS

User Communities with Machine Learning [Python]

Bothell, WA

Research Project, Data Science

Sep 2020 – Present

- Analysis of participating user GPS data collected over the duration of five years.
- Pre-processing trajectories to heatmaps with respect to latitude and longitude time series.
- Used as an input to cluster user communities based on human mobility patterns.

Attack Framework [Java, Kotlin, MySQL]

Bothell, WA

Research Project, Full-Stack

Mar 2020 – Aug 2020

- Extension of the AWARE Framework which allow users control of data collection.
- Setup micro-service hosted on AWS as LAMP server and implementation of P2P messaging.
- Collaboration with one other team member to plan, design, and develop a flexible adversarial framework.

Checkers on Unity [C++, C#]

Bothell, WA

Game Development, Full-Stack

Jan 2020 – Mar 2020

- American style checkers that allows users to player either locally or online.
- Client-Server architecture which matchmakes pairs of users by a first-come, first-served basis.
- Collaboration with two other team members to plan, design, and implement our multiplayer game.

ADDITIONAL SKILLS

Languages: Python, C++, C#, Dart, Java, Kotlin, JavaScript

Platforms: Linux, Windows, Unity, iOS, Android

Interests: Ethical Hacking, Machine Learning, Networking, IoT

Hobbies: Ice Hockey, Hack the Box, Coding Challenges, Hiking, Gaming, Puppy Training