Joshua Muehring

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EDUCATION

Georgia Institute of Technology

Expected May 2025

Candidate for a Bachelor's of Science in Computer Science

Atlanta, GA

- GPA: 3.65
- UPS, Zell Miller, and HOPE National Merit Recipient
- Relevant Coursework: Data Structures & Algorithms, Computer Organization & Programming, Object-Oriented Programming, Applied Combinatorics, Algorithms & Design

WORK EXPERIENCE

Embedded System Cyber Security

Aug 2023-Present

Researcher

Atlanta, GA

- Conducted in-depth research on Wyze Camera's sensor firmware as part of the Vertically Integrated Project, combining graduate and undergraduate research in long-term, large-scale, multidisciplinary project teams
- Reverse-engineered the camera's main program binary files to identify potential vulnerabilities by focusing on the transmit command structure responsible for transmitting data in Over the Air Protocol (OTA)
- Gained comprehensive knowledge of the OTA protocol, which will lead to the development of an RF fuzzing test bed – to help find crashes, memory leaks, and security flaws

NS SALES Jan 2019-May 2022

Co-Founder & CEO

Sandy Springs, GA

- During junior year of highschool, founded NS Sales, a strategic Amazon marketplace reselling venture focused on leveraging market analytics to maximize profitability
- Surpassed the sale of 1,000 units and generated revenues of \$500,000, translating to a pre-tax profit of \$120,000
- Collaboratively managed operations alongside a business partner, selectively outsourcing specific tasks to ensure operational efficiency
- Established and maintained a customer-centric approach, addressing inquiries and resolving issues promptly,
 leading to a 98% positive feedback rating on the Amazon marketplace

PROJECTS

Hold Guessr iOS App

June 2023

- Developed "Hold Guessr," an immersive iOS game that challenges rock climbing enthusiasts to identify outdoor climbs based on images of holds
- Utilitized Swift to craft a user-friendly and visually appealing interface for gaming experiences on iphones

Rock Climbing Game

March 2023

- Crafted a dynamic, user-interactive climbing game in C, where players must dodge cascading rocks during ascent
- Applied core C programming concepts, such as memory management, deepening understanding of real-time input processing, collision detection, and game state management

Wordle-Inspired Game

April 2022

- Developed an engaging, user-interactive games inspired by the popular Wordle game using JavaFX
- Implemented a rich user interface and backend logic to assess player inputs and progress game difficulty

LEADERSHIPS & SKILLS

- GT Climbing Team Instructor, Stone Summit Counselor, Math Mentor, Placed Top 10 in 2019 IFSC Climbing World Cup
- Java, Python, C, Swift, Ghidra, Agile, Microsoft Suite, Adobe Premier