Kyle Den Hartog

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Software Engineer with a passion for information security, identity, and blockchain

Work Experience:

Information Security Engineer

May 2016 – May 2017

ProCircular Inc., Iowa City, IA

- ❖ Programmed scripts, automated workflows, and improved business process efficiency to decrease vulnerability assessment times by 57.4%
- Conducted vulnerability assessments, external penetration tests, web application testing assessments, and red team engagements in an efficient manor allowing the company to reach profitability within 6 months
- * Executed the creation of a product from concept to delivery for executive security awareness in 3 months
- Efficiently determined if clients were vulnerable to various web app vulnerabilities such as XSS, CSRF, RFI, LFI, code injection, authentication bypass, and others while utilizing the OWASP methodology
- ❖ Explored ISO 27001, NIST SP 800-53, and other compliance frameworks utilized for IT risk assessments, creation of standardized security policies, and regulatory compliance
- Delivered on time custom client reports with documented analysis of findings, vulnerabilities, exploits, gaps, risks, and recommendations that could be easily interpreted by clients with diverse technical backgrounds
- Collaborated with sales during client meetings, represented ProCircular at conferences, and conducted demonstrations and walkthroughs with potential clients to improve
- Reported directly to CISO and dotted line to CEO with regular mentoring sessions

Skills:

- ❖ Strong understanding of network protocols such as IP, TCP/UDP, DNS, HTTP/S, and the OSI model
- Effective communicator capable of adapting content to the audience
- ❖ Dynamic and strategic problem solver capable of adjusting to find the necessary solution
- Solid knowledge of network security and application security principles and practices
- Competent with Windows, Mac OS X, and Linux operating systems
- Autodidactic learner with a willingness to grow

Projects Summary:

Java programming projects:

- Constructed a password manager using AES encryption and SHA512 hashing with open-source libraries
- Implemented a secure one-time-pad encryption scheme, one-time-password authentication scheme, and a RC4 stream cipher scheme
- Created Swift Shift, a mobile phone game available on the Google Play store

Python programming projects:

- Wrote a web server that manually validates requests by parsing headers and provides a response
- Developed a peer-to-peer messenger chat client using UDP and TCP socket programming
- Made a python3 client API to communicate with a universal resolver for DID resolution from blockchains

Other projects:

- * Researched and drafted a framework to be used to quantify and compare a variety of identity systems
- Designed a personal website to host blog posts and project details in HTML/CSS/JavaScript

Group Affiliations:

Rebooting Web of Trust, attendee	October 2017
ID2020 Summit, attendee	June 2017
University of Iowa Startup Games, participant	spring 2016
ACM Collegiate Programming Competition, Kirkwood CC team	fall 2014

Education:

University of Iowa, Iowa City, IA

BA in Computer Science

May 2017