

# Kevin Kellar

COMPUTER SCIENCE UNDERGRADUATE (GRADUATING SPRING 2021)

4438 NW Boxwood Drive, Corvallis OR, 97330

📧 kkevlar | 📞 541-224-6877 | ✉ kellar@calpoly.edu

## Objective

Co-op in Computer Science or Software Engineering Starting Spring 2019

## Education

### California Polytechnic University

San Luis Obispo, CA

B.S. IN COMPUTER SCIENCE

Fall 2017 - Present

- **3.91 GPA** (CPSLO, Cumulative)
- Earned 'A' in **Data Structures**, **OO Java**, and Intro To Computer Organization (**Assembly**)
- 'A' in **Systems Programming** (C programming in Unix environment), Spring 2018
- Completion of Calculus Series (I - IV), Physics Series (I - III), and Technical Writing for Engineers

## Work Experience

### Dynamic Robotics Laboratory (II)

Oregon State University

RESEARCH EXPERIENCE FOR UNDERGRADUATES

Summer 2018

- i lmaoed again

### Dynamic Robotics Laboratory (I)

Oregon State University

HIGH SCHOOL RESEARCH ASSISTANT

Summer 2017

- Completed projects in Arduino, Teensy, Unix, and VR by **independently learning C/C++**
- Assisted in robotics research in the field of path planning, decision making, and teleop controls
- Self-taught setup and maintenance of industry-grade force plates
- Extensive practice in documenting software and writing setup instructions

### R.O.K Cyber Command, MND

Seoul, S.Korea

SOFTWARE ENGINEER & SECURITY RESEARCHER (COMPULSORY MILITARY SERVICE)

Aug. 2014 - Apr. 2016

- Lead engineer on agent-less backtracking system that can discover client device's fingerprint (including public and private IP) independently of the Proxy, VPN and NAT.
- Implemented a distributed web stress test tool with high anonymity.
- Implemented a military cooperation system which is web based real time messenger in Scala on Lift.

### NEXON

Seoul, S.Korea & LA, U.S.A

GAME DEVELOPER INTERN AT GLOBAL INTERNSHIP PROGRAM

Jan. 2013 - Feb. 2013

- Developed in Cocos2d-x an action puzzle game (Dragon Buster) targeting U.S. market.
- Implemented API server which is communicating with game client and In-App Store, along with two other team members who wrote the game logic and designed game graphics.
- Won the 2nd prize in final evaluation.

### ShitOne Corp.

Seoul, S.Korea

SOFTWARE ENGINEER

Dec. 2011 - Feb. 2012

- Developed a proxy drive smartphone application which connects proxy driver and customer.
- Implemented overall Android application logic and wrote API server for community service, along with lead engineer who designed bidding protocol on raw socket and implemented API server for bidding.

### SAMSUNG Electronics

S.Korea

FREELANCE PENETRATION TESTER

Sep. 2013, Mar. 2011 - Oct. 2011

- Conducted penetration testing on SAMSUNG KNOX, which is solution for enterprise mobile security.
- Conducted penetration testing on SAMSUNG Smart TV.

## Honors & Awards

## INTERNATIONAL

- 2017 **Finalist**, DEFCON 25th CTF Hacking Competition World Final
- 2014 **Finalist**, DEFCON 22nd CTF Hacking Competition World Final
- 2013 **Finalist**, DEFCON 21st CTF Hacking Competition World Final
- 2011 **Finalist**, DEFCON 19th CTF Hacking Competition World Final

*Las Vegas, U.S.A*  
*Las Vegas, U.S.A*  
*Las Vegas, U.S.A*  
*Las Vegas, U.S.A*

## DOMESTIC

- 2015 **3rd Place**, WITHCON Hacking Competition Final
- 2017 **Silver Prize**, KISA HDCON Hacking Competition Final
- 2013 **Silver Prize**, KISA HDCON Hacking Competition Final

*Seoul, S.Korea*  
*Seoul, S.Korea*  
*Seoul, S.Korea*

## Presentation

---

### DevFest Seoul by Google Developer Group Korea

*Seoul, S.Korea*

PRESENTER FOR <HOSTING WEB APPLICATION FOR FREE UTILIZING GITHUB, NETLIFY AND CLOUDFLARE>

*Nov. 2017*

- Introduced the history of web technology and the JAM stack which is for the modern web application development.
- Introduced how to freely host the web application with high performance utilizing global CDN services.

### 6th CodeEngn (Reverse Engineering Conference)

*Seoul, S.Korea*

PRESENTER FOR <DEFCON 20TH : THE WAY TO GO TO LAS VEGAS>

*Jul. 2012*

- Introduced CTF(Capture the Flag) hacking competition and advanced techniques and strategy for CTF

## Writing

---

### A Guide for Developers in Start-up

*Facebook Page*

FOUNDER & WRITER

*Jan. 2015 - PRESENT*

- Drafted daily news for developers in Korea about IT technologies, issues about start-up.

## Program Committees

---

- 2016 **Problem Writer**, 2016 CODEGATE Hacking Competition World Final
- 2013 **Organizer & Co-director**, 1st POSTECH Hackathon

*S.Korea*  
*S.Korea*

## Extracurricular Activity

---

### PoApper (Developers' Network of POSTECH)

*Pohang, S.Korea*

CORE MEMBER & PRESIDENT AT 2013

*Jun. 2010 - Jun. 2017*

- Reformed the society focusing on software engineering and building network on and off campus.
- Proposed various marketing and network activities to raise awareness.

### PLUS (Laboratory for UNIX Security in POSTECH)

*Pohang, S.Korea*

MEMBER

*Sep. 2010 - Oct. 2011*

- Gained expertise in hacking & security areas, especially about internal of operating system based on UNIX and several exploit techniques.
- Participated on several hacking competition and won a good award.
- Conducted periodic security checks on overall IT system as a member of POSTECH CERT.
- Conducted penetration testing commissioned by national agency and corporation.