

Kevon-ariel Sonkeng

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EDUCATION

University of Maryland, Baltimore County

Baltimore, MD

Bachelor of Science in Information Systems, Minor in Mathematics

Aug. 2019 – Dec 2023

- Relevant coursework: Principles of Digital Design, C Programming & Embedded Systems, Systems Design and Programming, Data Structures & Algorithms, Discrete Structures, Circuit Theory, Database Application Development, Network Design & Management, Statistics for Engineers.

TECHNICAL SKILLS

Certifications: CompTIA Security+

Languages: Java, Python, C/C++, MySQL, JavaScript, HTML/CSS, Matlab, R

Frameworks: Agile, Spring Boot, Next.js React, Node.js

Developer Tools: Git, Docker, VS Code, Visual Studio, Ngrok, Clerk, IntelliJ, Eclipse

Software: Microsoft Office (Word, Excel, PowerPoint), WinSCP

Soft Skills: Fluent in French, Teamwork, Communication, Leadership

EXPERIENCE

Jr Cybersecurity Analyst

November 2021 – Present

V-Tech Solutions Inc

Washington, DC

- Monitored and analyzed security events from various sources including SIEM, IDS, and firewalls.
- Responded to security incidents, including containment, eradication, and recovery processes.
- Conducted thorough investigations of security breaches and provide detailed reports on findings.
- Developed and maintain Splunk dashboards, queries, and reports to monitor security events and operational metrics.
- Passed triaged alerts to senior-level SOC personnel and assist in identifying malicious actors on customer networks
- Worked with key stakeholders to implement remediation plans
- Reported all information security incidents through the proper authority
- Performed regular vulnerability scanning using Tenable Nessus to identify and remediate security weaknesses
- Documented analysis, findings, and actions in a case/knowledge management system
- Coordinated with the SIEM team to create and maintain security dashboards

Undergraduate Research Assistant

June 2021 – June 2023

University of Maryland Baltimore County

Baltimore, MD

- Developed a GUI that solved the Lugiato-Lefever Equation to help predict Kerr-mediated nonlinear phenomena such as generation inside microresonators
- Collaborated with colleagues to explore research focused on optimizing the interior and exterior search for boundary tracking using a normalized Lugiato-Lefever Equation
- Proposed optimization of the search algorithm aiming to improve efficiency and accuracy in locating stability boundary by 20%

Software Engineer Intern

November 2021 – January 2022

Orange Cameroun

Yaounde, Cameroon

- Designed and implemented front-end & back-end solutions, to enhance the functionality and performance of client websites by 40%
- Multi-project management and development with the use of agile methodology.

IT Help Desk Support Technician

February 2020 – November 2021

UMBC Admin Dept.

Baltimore, MD

- Received, prioritized, and assigned an average of 100 tickets per week meeting or exceeding defined service level agreements.
- Investigated and troubleshooted technical issues reported by end-users, achieving a 90%+ resolution rate.
- Communicated with end-users to gather additional information and provide status updates on tickets.
- Documented ticket resolution steps and maintained accurate records within the ServiceNow platform.
- Investigate and troubleshoot technical issues reported by end-users.

PROJECTS

Full Stack Twitch Clone | *React, Prisma, Stripe, Tailwind, Next.js 14, OBS, MySQL* November 2023 – Present

- Developed a full-featured Twitch Clone using NextJs, integrating RTMP/WHIP for live streaming, and MySQL for data management, resulting in a dynamic, real-time streaming platform
- Implemented user features, including authentication, live viewer counts, real-time chat with unique viewer colors.
- Deployed a high-performance application with Server-Side Rendering (SSR) for optimized loading times, enhancing user engagement.

Orramo | *Orramo.com* March 2022 – May 2022

- Collaborated with a team of four to build Orramo, an app that helps customers calculate service fees per mobile money transaction in Cameroon
- Coordinated the implementation of product roadmap, allocated resources, and ensured the result met the specifications

Travel Agency Management System | *C++* April 2022

- Implemented OOP principles to architect the system, employing classes, inheritance, and polymorphism to manage customer details, cab bookings, and hotel reservations.

Oregon Trail | *C* September 2022

- Developed a text-based game in C integrating resource management and navigation through a procedurally generated map.
- Utilized file I/O for reading map data from external files to generate the environment.

RECOGNITION

LSAMP Scholar & NSF Grant Recipient
Governor's Seal of Biliteracy