

# JONATHAN TROWBRIDGE

703-408-0566 | jonathan.trowbridge@gmail.com | Richmond, VA, USA

<https://www.linkedin.com/in/jonathan-trowbridge-rva/> | <https://github.com/masterwok>

<https://tryhackme.com/p/masterwok>

## CAREER SUMMARY

Experienced software engineer with over a decade of success building secure, scalable systems across web and mobile platforms. Currently transitioning into cybersecurity with a focus on penetration testing, backed by practical experience through the SANS Applied Cybersecurity (ACS) program, GIAC certifications (GPEN, GCIH, GSEC, GFACT), Capture the Flag (CTF) events, and TryHackMe labs. Brings a strong foundation in full-stack development, secure coding practices, and vulnerability analysis. Recognized for leadership, mentorship, cross-functional collaboration, and a strong commitment to continuous learning in cybersecurity.

## EDUCATION & CERTIFICATIONS

Undergraduate Certificate in Applied Cybersecurity (GPA 4.0)   SANS Technology Institute	Jun. 2025
Bachelor of Science in Computer Science   Virginia Commonwealth University	Dec. 2013

Offensive Security Certified Professional ( <b>OSCP</b> )   OffSec	Expected Aug. 2025
Enterprise Penetration Testing ( <b>GPEN</b> )   SANS Technology Institute	Jun. 2025
Security Incident Handling & Hacker Exploits ( <b>GCIH</b> )   SANS Technology Institute	Apr. 2025
Security Essentials ( <b>GSEC</b> )   SANS Technology Institute	Feb. 2025
Security Foundations ( <b>GFACT</b> )   SANS Technology Institute	Dec. 2024

## COMPETENCIES & SKILLS

**Languages:** Kotlin, Java, C#, Python, Dart, JavaScript, TypeScript,

**Development Frameworks:** Flutter, Android, iOS, Xamarin, Riverpod, React, Angular, Ktor, ASP.NET, Node.js

**Databases:** Microsoft SQL Server, SQLite, PostgreSQL

**Operating Systems:** Linux, macOS, Windows

**IDEs:** IntelliJ IDEA, IntelliJ Rider, Visual Studio Code, Android Studio, Xcode, Visual Studio, Vim

**Tools:** Nmap, Netcat, Metasploit, Meterpreter, Msfvenom, Sliver, Masscan, SMBBeagle, Hayabusa, Sigma, Zeek, RITA, Legba, Hydra, Cewl, MSOLSpray, Fireprox, Hashcat, John, BeEF, Ffuf, SQLmap, Linpeas, Winpeas, PowerUp, AADInternals, Mimikatz, Responder, Impacket, NetExec, Evil-WinRM, Bloodhound, Git

## PROFESSIONAL EXPERIENCE

<b>Lead Principal Software Engineer</b>   Coinme   Seattle, WA (Remote)	Sept. 2021 - Oct. 2024
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- Led the end-to-end migration of the Coinme native iOS and Android applications to Flutter, unifying the mobile codebases and significantly improving developer velocity, code reuse, and release frequency.
- Designed and implemented a scalable application architecture using Riverpod, enabling maintainable, testable, and modular code to support rapid feature growth.
- Directed key engineering initiatives including onboarding, mentorship, and team process improvements enhancing team productivity, consistency, and long-term scalability of development efforts.

<b>Senior Full Stack Software Engineer</b>   CoStar Group   Richmond, VA (Hybrid)	Jan. 2019 - Aug. 2021
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- Led development of a commercial real estate listing module for Android, along with the supporting ASP.NET Core Web API, delivering a seamless end-to-end solution used across platforms.
- Built and maintained scalable web applications with React, .NET, and Node.js, and developed a reusable .NET Core AWS push notification system adopted across the organization to support real-time, cross-platform communication.
- Collaborated cross-functionality with design, product, and engineering teams to deliver intuitive user experiences and ensure consistent, high-quality feature releases across mobile and web.

**Full Stack Software Engineer** | Mapleton Hill Media | Boulder, Colorado

Aug. 2016 – Feb. 2018

- Built cross-platform iOS and Android applications using Xamarin Native and Xamarin Forms, delivering custom mobile solutions across including skiing, agriculture, and logistics.
- Developed and modernized backend systems with ASP.NET and Azure Mobile App Services, including migrating monolithic APIs to modular services and implementing robust unit testing.
- Engineered real-time inventory and shipping synchronization within a cross-platform mobile application, using advanced PCL code and LINQ queries to streamline data flow across distributed devices and APIs.

**Full Stack Application Developer** | Worldview Solutions Inc. | Richmond, VA

Feb. 2013 – Feb. 2016

- Led implementation of claims-based authentication and user management systems for government applications, including a secure recruiting portal for the U.S. Air Force, enhancing access control and compliance.
- Developed environmental and conservation-focused modules for Virginia state agencies using Backbone, Marionette, and ASP.NET Web API, improving regulatory workflows and monitoring efficiency.
- Modernized legacy web applications, including migrating from jQuery to Dojo, resulting in improved performance, user experience, and maintainability.

**PRACTICAL CYBERSECURITY EXPERIENCE & SIDE PROJECTS**

**Capture the Flag (CTF) Events**

- Participated in the SANS GCIH and GPEN CTF events, applying knowledge of attacker tactics, techniques, and procedures (TTPs) aligned with real-world threat scenarios.
- Completed over 145 hands-on cybersecurity challenges on TryHackMe since October 2024, covering topics such as enumeration, privilege escalation, exploitation, persistence, and reverse engineering.

**Full-Stack Flutter + Ktor Starter Kit** | Project Bootstrap Template | Private Repository

- Built a full-stack Flutter frontend and Ktor backend as a boilerplate project to accelerate rapid application bootstrapping, supporting user registration, profile updates, and SMS-based two-factor authentication (2FA).
- Implemented JWT-based authentication and authorization, with MySQL for persistent user data, Redis for transient 2FA token storage, and GitHub Actions for automated backend deployment.
- Architected the Ktor backend using a modular, feature-based structure grounded in Clean Architecture principles and Domain-Driven Design (DDD), organizing core business logic into clearly defined use cases to enhance separation of concerns, scalability, and testability.

**Bit Cast** | Android Application | Private Repository

- Built a native Android application that facilitates the sequential streaming of torrent media for playback on the local device or Chromecast devices.
- Powered media playback using a custom VLC/libVLC wrapper.
- Integrated in-app torrent search capabilities, enabling users to find and stream content without leaving the application.

**Maneki Torrent Search** | Android Application | <https://github.com/masterwok/maneki>

- Built a native Android application that integrates with the Jackett torrent indexer aggregation engine.
- Implemented a custom Foreign Function Interface (FFI) to enable direct interop between Kotlin and a Jackett .NET Core library, offloading indexer management to the Jackett project.
- Leveraged cross-runtime communication to reduce maintenance overhead and align with upstream improvements.

**Simple VLC Player** | Android Library | <https://github.com/masterwok/simple-vlc-player>

- Developed a comprehensive Android media player library leveraging the core libVLC library and Open Subtitles API, facilitating seamless media playback on Android and Chromecast devices