

NATALIE ZDROYKOWSKI

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SUMMARY:

Natalie is a motivated Computer Science and Mathematics student at Northeastern University with a 4.0 GPA. She has a strong foundation in programming, cybersecurity, and discrete math, along with hands-on experience from project-based coursework. Through involvement in groups like Northeastern Electric Racing and Women in Cybersecurity, she actively applies her technical skills in collaborative settings. Natalie is seeking a co-op opportunity to contribute to real-world projects and grow as a technology professional.

EDUCATION:

Northeastern University (Boston, MA) | **4.0 GPA** (2024 – Present)

Khoury College of Computer Sciences - Candidate for B.S. in Computer Science and Mathematics (Expected May 2028)

- **Relevant Courses:** Foundations of Cybersecurity, Discrete Structures, Fundamentals of Computer Science, Calculus III, Linear Algebra, Number Theory
- **Activities:** Northeastern CTF Club, Northeastern Electric Racing, Live Music Association, NU Women in Cybersecurity

The Woodlands High School (The Woodlands, TX) | **5.23 W GPA** (2020 – 2024)

- **Relevant Courses:** AP Computer Science A, AP Statistics, AP Calculus BC
- **Honors:** National Cyber Scholarship Semifinalist, AP Scholar with Distinction
- **Activities:** French National Honor Society (VP), Caledonian Newspaper (Editor), Interact (Board Member)

CORE SKILLS:

- **Languages:** Java, Python, HTML/CSS, Swift, JavaScript, Bash
- **Tools & Frameworks:** Git/GitHub, Visual Studio Code, Eclipse, Unity, Xcode
- **Operating Systems:** macOS, Windows, Linux

EMPLOYMENT HISTORY:

Code Ninjas (Magnolia, TX)

Code and Camp Instructor (May 2022 - August 2024)

- Mentored students ages 7–14 in programming projects using JavaScript & Unity C#
- Designed and led hands-on STEM camps focused on robotics, circuits, game design, 3D design, Python, block coding, and more
- Rapidly mastered and taught complex technical concepts to foster logical thinking in others

KEY TECHNICAL PROJECTS AND EXPERIENCES:

- **US Cyber Games Participant (Summer 2025):** Solved web exploitation, reverse engineering, and cryptography challenges using security analysis tools; placed 56th out of 980 and was selected for an advanced CTF training program based on exceptional performance and cybersecurity aptitude
- **MetaCTF ACE-T™ Certification Level 6 (Spring 2025):** Captured 45+ flags and scored in the top 20% percentile [[Scorecard](#)]; used macOS Terminal and bash to solve Linux-based CTF challenges involving file manipulation, network analysis, and scripting
- **ZType Typing Game (Fundamentals of Computer Science II Project):** Developed a Java-based typing game with real-time input handling, score tracking, levels, and increasing difficulty; collaborated with a classmate and utilized Java's built-in libraries to implement game mechanics and interface components