

# Aiden (Siqi) Xie

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## Summary

A careful and detail-oriented analyst and patient troubleshooter who can leverage background in Computer Science and Cybersecurity to solve complex problems, discover risks and threats, and looking for creative and cost-effective solutions. Enthusiastic with security practices to keep businesses and technologies safe. Three plus years of experiences in software development and a year in Cybersecurity study. Skilled in various programming languages, including Python, Java, Scala, JavaScript, Bash, C, C#, and Dart. Familiar with IT technologies such as Burp, Splunk, Nessus, Wireshark, Metasploit, Kibana, etc. Hold a certificate at UC Davis Cybersecurity Bootcamp. In the process of earning other certifications including CompTIA Security+ and OSCP.

## Technical Skills

**Programming languages:** Bash, C, C#, Dart, Java, PowerShell, Python, JavaScript, Scala, SQL

**Cybersecurity tools:** Autopsy, Burp Suite, Hashcat, Hydra, impacket, John the Ripper, Kali Linux, Kibana, Metasploit, MITRE ATT&CK Navigator, msfvenom, Nessus, Nmap, Palo Alto, pfSense, Shodan, Sguil, Splunk, VMWare Workstation, VMWare vSphere, Wireshark

**Cloud/IT:** Docker, GitHub, GitLab, Google Cloud, Google Firebase, Heroku, Microsoft Azure

**API/SDK Framework:** Flutter, Unity Scripting API, Oculus SDK, .NET

## Projects

### Cloud Security Monitoring Dashboard

*UC Davis Cybersecurity Bootcamp – SOC Analyst*

<https://github.com/ngc1514/splunk-security-monitoring-dashboard>

- Designed Splunk dashboard to monitor suspicious activities against company server
- Analyzed attack logs for Windows AD and Apache webserver with Splunk
- Created reports to demonstrate attack details to executives
- Determined baselines, thresholds, and designed alerts to notify SOC team

### Sea-Seeking Stars – A Fan Game

*(May. 2021 – PRESENT)*

*Lead Developer*

[www.ngc3370.com/SSS/home.html](http://www.ngc3370.com/SSS/home.html)

- A fan-made visual novel game written in Python. Featuring characters from action role-playing game Genshin Impact. I'm the lead contributor in coding, testing, and delivering during the development of the game. With the help of a group of amazing artists, writers, and translators gathered by my teammate, we have brought this game alive. It is now available in English, Chinese, and Vietnamese. We have published one major content update, and we still have more upcoming chapter DLCs

## **FiloMovie – Search Engine for Your Favorite Movies**

*(Aug. 2021 – Dec. 2021)*

*Backend Developer / DevOps*

*<https://filomovie.herokuapp.com>*

- FiloMovie integrates all streaming platforms into one site. Say goodbye to guessing and searching. Say hello to knowing and streaming.
- Built and deployed web application on Heroku.
- Assisted development between frontend and backend.

## **Education**

### **Cybersecurity Bootcamp Certificate**

*(Mar. 2022 – Aug. 2022)*

*UC Davis Cybersecurity Bootcamp*

- Studied network protocols, designs, configurations, and security practices
- Performed risk analysis and threat modeling for better policies, compliances, and business continuity planning
- Worked with technologies such as Splunk, Sguil, Kibana, Nessus, Wireshark, and more
- Developed scripts (PowerShell, Python, Bash, YAML) to automate security configurations, processes and responds to incidents
- Exposed to Cloud computing technology and cloud security management
- Built and deployed infrastructure on Microsoft Azure. Designed and utilized technologies such as Virtual Machines, Containers, Security Groups, WAF, Load Balancers, and more

### **University at Buffalo, Buffalo, New York**

*(Sept. 2018 – Dec. 2021)*

- *Class of 2022, Computer Science BS (GPA: 3.6/4.0)*

## **Experience**

### **Teaching Assistant – CSE 365 Intro to Cybersecurity**

*(Aug. 2021 – Dec. 2021)*

*University at Buffalo, Buffalo, NY*

- Taught Cybersecurity fundamentals and security practices to 300+ students
- Covered Secure Design, Risk Management, Networking, Cryptography, Linux, Bash Scripting, SIEM, Vulnerabilities assessment, and Penetration testing
- Technologies involved Docker, Palo Alto, pfSense, VMware Workstation, vSphere, VirtualBox, Wireshark, Nmap

### **Unity Virtual Reality Developer**

*(Apr. 2020 – Dec. 2020)*

*TraumaCode Inc., Amherst, NY*

- TraumaCode ([traumaco.de](http://traumaco.de)) is an immersive Virtual Reality Simulation Platform for Healthcare Training and Certification. Building the future of high-fidelity medical simulation experiences.
- Worked closely with the team to design, test, deliver quality code
- Clearly and regularly communicated with management on status and technical details
- Responsible for implementing Virtual Reality functionalities on Oculus Quest platform

### **Teaching Assistant – CSE 199 How the Internet Works**

*(Aug. 2019 – Dec. 2019)*

*University at Buffalo, Buffalo, NY*

- Taught IT fundamentals and internet infrastructure basics to students
- Assisted professors with lectures and provide grading feedbacks to 100+ students