Nathaniel Simmons

US Citizen | nisimmons01@gmail.com | https://nisimmons.github.io

Education

University of Texas at Dallas Richardson, TX

M.S. Computer Science NSF CyberCorps: Scholarship for Service - GPA: 3.85 August 2023 - Present

- Cybersecurity Concentration Track Expected Grad May 2025
- Coursework: Information Security, Language-Based Security, Systems Security, Network Security

B.S. Computer Science Cum Laude - GPA: 3.83 August 2019 - May 2023

- Dean's list recipient, Academic Excellence Scholarship Recipient
- Coursework: Algorithms and Data Structures, Databases, Machine Learning, AI

Certifications

CompTIA - Security+ Certification April 2024

Skills

Cybersecurity: Reverse engineering, Web exploitation, Cryptography, Forensics, Malware analysis

Tools: IDA, Ghidra, WireShark, PWN, Burp Suite, CAN Bus, UART, VMs, REMnux, Kali

Languages: Java, C/C++, Python, Bash, Assembly, SQL, HTML, CSS

Experience

Lawrence Livermore National Laboratory May 2024 - Current

Cybersecurity Graduate Intern

- Reverse engineered programmable logic controller in a team environment using BinSync to enhance security
- Performed static and dynamic malware analysis using REMnux on a closed VM network to improve threat detection

UTD Software and Systems Security Laboratory January 2024 - May 2024

Cybersecurity Researcher

- Integrated a vulnerability scanning application into drone simulation software, proving implementation capabilities
- Utilized multiple data points from the scan to initiate a vulnerability test, identifying potential threats

Wyzant December 2020 - July 2023

Private Java Tutor

- Tutored dozens of students in a remote capacity totaling to ~400 hours of instruction
- Formulated lessons and instructed on topics such as algorithms, software design, and API implementation

Projects

Bluetooth Android Application Spring 2023

- Designed and developed a multi-threaded back end in Java/XML for tracking student attendance in the classroom
- Mentored and led a team of five developers, resulting in a MVP application release and subsequent implementation

Distributed Mutual Exclusion Implementation Fall 2023

- Programmed a distributed system of nodes that communicate using TCP sockets in Java and Bash
- Implemented Roucairol and Carvalho's resource mutual exclusion algorithm with vector clocks

Role-Playing Game Engine Fall 2022

- Designed and developed full stack RPG system using three layered program architecture in Java
- Programmed graphical user interface and database system from scratch in Java
- Features include procedural game generation and scaling of entities based on player progression

Activities

UTD CTF team – Top 11% USA
Toyota Hackfesta CTF
Dice CTF
Deadface CTF
Cake CTF
Patriot CTF
PWN College
TryHackMe
Eagle Scout