Nolan O'Rourke

(636) 980-6710 | ngorourke@gmail.com | www.linkedin.com/in/nolanorourke/ | https://github.com/nolanorourke

SUMMARY

As a dedicated software engineer pursuing a master's degree in Cybersecurity with an emphasis on AI, I am passionate about leveraging artificial intelligence to enhance security solutions. With a strong foundation in threat identification, vulnerability assessment, and secure software development, I thrive in solving complex security challenges. My adaptability and problem-solving skills allow me to collaborate effectively in diverse teams, ensuring efficient and high-quality solutions. Skilled in debugging, threat mitigation, and AI-driven security approaches, I am eager to contribute my expertise to fortifying digital systems in an industry environment.

SKILLS

Programming Languages: C, C++, C#, Python, Java, JavaScript, HTML, MIPS
Technologies: Splunk, Wireshark, FTK Imager, SQL, UNIX, Linux, Windows, VS Code, Git, AWS, Metasploit,

EDUCATION

Webster University, School of Business and Technology — Graduating December, 2025
M.S. in Cybersecurity with an emphasis in AI

Florida State University, College of Arts and Sciences — August 2021 – May 2024
B.S. in Cybercriminology | ***B.A in Computer Science***
Dean's List: Spring 2022, Fall, 2022, Spring 2023, Fall 2023, Spring 2024

PROJECTS

Guardian Aingel – *Personal Project* — January 2025 - Present

- Developing an AI-powered email filter to detect and block phishing, malware, and social engineering attacks, increasing email security and reducing unwanted messages.
- Implementing machine learning algorithms to analyze email patterns, delivering real time threat detection.

Nolrraitor – *Personal Project* — November 2024 – Present

- Developing text-to-speech AI software in Python, utilizing advanced speech synthesis and vocal mimicking techniques.
- Integrating the AI narrator with diverse text sources, while designing a user-friendly interface for smooth and intuitive interaction.

Leftover – *Parallel and Secure Programming* — January 2024 – April 2024

- Developed an application with role-based access control (RBAC) for admin team, chefs, and users to assist in facilitating an efficient and efficiently managing calendars for each role.
- Managed and interacted with user data using PostgreSQL, using Azure services for secure online data hosting.
- Enhanced Python proficiency by utilizing various libraries like NumPy, SCAPY, and Matplotlib as well as tools to develop robust and scalable features.

Chess – *Advanced Programming in Java* — November 2023 – December 2023

- Designed and implemented a fully functional chess game using Java, featuring drag-and-drop functionality for intuitive gameplay.
- Demonstrated proficiency in object-oriented programming principles and GUI development by creating a user-friendly interface for the interactive chess game.

EXPERIENCE

Teaching Assistant – *Florida State University* — August 2023 – May 2024

- Demonstrated expertise in C++ libraries and syntax, teaching coding fundamentals in a UNIX environment.
- Graded and debugged assignments, offering constructive feedback to support student progress.
- Led weekly office hours, using analogies and visuals to enhance understanding and create a supportive learning environment.