

Pablo Gómez Calvo

Recently graduated in Videogame Development in Complutense University of Madrid. Interested in both cybersecurity and videogames with professional experience in vulnerability management and 24x7 triage and vulnerability reporting.

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Web page:

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Experience

Deloitte, Madrid: Security Analyst – Vulnerability Management

June 2020 - Now

Member of the vulnerability management team for BBVA Global. Usage of Qualys and Splunk for the scans on demand and monthly reporting tasks.

Deloitte, Madrid: Security Operator L1 – Risk Advisory CyberSOC EMEA

August 2019 - June 2020

Member of the first response team for cybersecurity incidents for different clients.

First analysis of the incidents using multiple technologies:

– SIEM: ArcSight, Qradar, McAfee ESM y Splunk.

24x7 services: DLP, Managed Security Service Provider and Social Media Vigilance.

Education

Faculty of Computer Science, Complutense University of Madrid: Game Development Degree

September 2015 - July 2021

Projects

Collaboration in the videogame “Conectado”:

Member of the team who develop the english localization kit for the serious game “Conectado”. This game was developed by Antonio Calvo Morata, member of the investigation team e-UCM.

Project repository: <https://github.com/gorco/BullyingGame>

Knowledge

Programing languages: C++, C# y Python.

Vulnerability Management using Splunk and Qualys.

Usage of Scrum.

Game Development using Unity.

Certifications

– Part 1 and Part 2 of Splunk 7.x Fundamentals.

– Cybersecurity fundamentals: a practical view (edX).

– Cyber Security Foundation Professional Certificate (CertiProf)

– OneAssessment (STEP+) Nivel 8 – B2 (GlobalEnglish)

Languages

Spanish– Native

English– B2

