

Paige Larson

(732)-997-8957 • larsonpel181@gmail.com • www.linkedin.com/in/meet-paige-larson • <https://paigelarson.github.io/>

Personal Project Highlights

- 20+ games and projects, including hangman, binary sort/search machine, and a typewriter, in Python; code to be comprehended by children 10+
- Arithmetic parser in Java
- Social Justice Resource Website in HTML
- Arcade style Ping-Pong and Snake in Python
- Electrical assembly and management of multiple FRC robotic system

Professional Experience

Baker Hughes

Remote, NJ

Cybersecurity Software Engineering Intern - Security Operations Engineering Team

June 2023 - September 2023

- Implemented and maintained controlled access to sensors and devices utilizing BeyondTrust Privileged Remote Access
- Streamlined and automated BeyondTrust PRA through the development of scripts and integration of the BeyondTrust API
- Wrote & tested code within the XSOAR development platform to track and analyze URLs from attempted phishing schemes
- Effectively managed 10+ devices and sensors across 3 continents using the Microsoft Defender for IoT platform

UCLA Henry Samueli School of Engineering

Los Angeles, CA

Engineering 96A Drones Instructor and Content Developer

December 2022 - Present

- Develop curriculum to teach the principles of drone flight and guide students in designing, prototyping, testing, and flying their own project drones, as well as introduce standard operating procedure for 3D printing, soldering, and laser cutting
- Research and present options for flight components and manufacturing techniques
- Create and implement lab safety procedures to minimize risk when working with hardware and electrical components

CodeNinjas

Piscataway, NJ

Code Sensei

August 2019 - September 2022

- Inspired a love for JavaScript and Python in children ages 6-19, both in person and virtually, through game development
- Devised curriculum for 52-week long python course taught to 50+ students
- Coded, planned, and taught multi-week summer camp programs in Python and JavaScript, attended by 50+ total students

Education

University of California, Los Angeles

Los Angeles, CA

Working towards a B.S. in Computer Science and Engineering

September 2021 - Present

- Relevant Coursework: Operating Systems, Computer Programming in C/C++, Computer Architecture, Intro to Electrical Engineering, Computer Graphics, Discrete Structures

Team Technical Activities

- Bruin Racing Baja
 - Electronics Lead 2023-24 | Data Acquisition Project Engineer 2022-23 | General Member 2021-2022
 - Sensor testing, control system fabrication/programming, and electrical assembly of vehicle models '21, '22, and '23
 - Design and implementation of model '23 data acquisition system, as well as programming analysis of collected data
- Unmanned Aerial Systems at UCLA
 - AUVSI Competition - Flight Programming
 - Coding object recognition and waypoint navigation for '22 competition
- Society of Women in Engineering

Awards and Honors

2020 Award for Aspirations in Computing - *National Honorable Mention*

National Center for Women and Information Technology

Skills

- Experienced in Programming - Python, C/C++, Java, JavaScript, HTML/CSS, Linux, REST APIs
- Exceptional problem solver & creative thinker with strong organizational skills
- Knowledge of Solidworks, KiCAD, and Microsoft Apps as well as 3D Printing and Laser Cutting