

# Paul Riddle

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## SUMMARY

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I've been doing web development for a long time but recently decided to pursue security and now I'm looking for a way to transition into a role of security engineer. I'm interested in penetration testing, binary and web exploitation, bug bounties, and vulnerability assessment.

## EXPERIENCE

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### Frontend Software Developer

June 2015 – September 2015

*Freelance (remote)*

*Russia, Perm*

- Various javascript jobs with React. Started out on platforms like Upwork and similar.

### Backend Software Developer

September 2015 – June 2020

*Abak Press*

*Russia, Yekaterinburg*

- Backend development work on web applications for pulscen.ru, blizko.ru, yapokupayu.ru.
- The web applications are huge e-commerce platforms, with many users, under high load, and powered by Ruby on Rails, PostgreSQL, Redis, ManticoreSearch, and React.
- Worked in several teams on multiple components for the apps.
- Developed multi-tenant features of the e-commerce stores. Basically companies can register on the platforms and create cookie cutter websites using custom website builder. They get free hosting and a place to sell their products. I made it so the websites are less cookie cutter.
- Worked on the SEO and notification capabilities of pulscen.ru. This involved mostly email templating and scheduling system. The purpose was to send custom email and SMS messages based on visitor actions, such as buying a product, requesting more of it from other companies, leaving a review, etc.
- Worked on order processing service. The three projects had distinct codebases but used the same service for orders. My work included improving the UI (backend part of it). I also integrated delivery services with the system and added ability to create custom order workflows. A workflow is a series of transitions from cart, to pending, to processing, to paid, and delivered.
- Improved analytics system. It gathered information about visitors and presented them to companies with cute graphs and tables, allowing them to identify bottlenecks in their sales funnels.
- The teams I worked in were small and we followed best practices. Extensive test coverage, strong quality assurance, code review, CI, and rigorous technical processes for making significant changes to the code base.

### Software Developer

July 2020 – Present

*Freelance*

*Russia, Perm*

- Ruby on Rails consulting.

## PROJECTS

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I only have three *very* recent projects and although all of them are available on my github, there isn't much to see. Early days. Nonetheless, I include them because otherwise my resume is too short.

### Intergalactic | C

August 2020 – Present

- A video game from scratch in C, inspired by Handmade Hero.
- For now the biggest challenge had been getting the project started on Windows with its Win32 API, after years of primarily Linux experience.

### Goauth | Go

September 2020 – Present

- OAuth 2.0 implementation in Go. This is meant to be an educational project for my upcoming video series on hacking OAuth 2.0.

### Puzzle Sector | x86 assembly

September 2020 – Present

- A puzzle game that fits in a boot sector.

## TECHNICAL SKILLS

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**Languages:** Ruby, C, Go, x86-64, SQL (Postgres), JavaScript, HTML and CSS.

**Frameworks:** Ruby on Rails.

**Developer Tools:** Multiple Linux command line utilities like awk, sed, bash, git. Docker, QEMU, gdb.

**Security Tools:** Burp Suite, ZED proxy, ffuf, amass, Metasploit.