Alan Shiah

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Skills _____

- C++ | Python | Java | Git | BASH | HTML | CSS | MySQL | PostgreSQL | Nmap | Wireshark | Burp Suite
- Data Structures and Algorithms | OOP | Unit Testing | Linux | Kali Linux | Pen Testing | Network Enumeration | Network Traffic Analysis |
- Application | Embedded | Frontend | Backend | Full-Stack | Red Team | Blue Team | Purple Team | English

Education

Bachelor of Science University of California, Irvine Irvine, CA, USA 09/2024 - 07/2026

Majoring in Computer Engineering

Community College for Transfer

De Anza College

Cupertino, CA, USA 08/2022 - 07/2024

Majoring in Computer Science and Computer Engineering

Experience _

Software Engineer Intern NeuroLeap Corp

San Jose, CA, USA 05/2024 - Present

- Developed and implemented software enabling communication between microcontrollers and proprietary hardware using I²C protocol.
- Supported the team in maintaining software integrity through testing and troubleshooting, actively contributing to bug resolution efforts.
- Actively participated in weekly meetings focused on proprietary software and hardware, contributing insights and collaborating on development plans for software and hardware interaction.
- Assisted in the implementation and testing of proprietary software aimed at assessing the presence of disabilities in children.

CompTechS Internship

Cupertino, CA, USA 11/2022 - 02/2023

Computer Hardware Technician

- Diagnosed and resolved hardware or software issues on around 5+ refurbished computers per day.
- Provided impoverished or disadvantaged students with access to refurbished personal computers and free technical support.
- Zeroed out computers to securely erase all data from the hard drive to prevent unauthorized access to student information.
- Installed, configured, and tested operating systems and software for refurbished computers.

Projects

- MacroPilot Suite: Developed open source software with GUI for automating desktop tasks, currently featuring an autoclicker with highly customizable settings. Currently expanding functionalities with an auto keyboard clicker, macro automation recorder/player, and keybinder.

 Current Downloads: 100+ and can be found at SourceForge MacroPilot or GitHub Repository
- **Portfolio Website:** Created a professional portfolio website from scratch to showcase my skills, projects, and achievements. This can be found at alanshiah.com.
- **Dev Blog:** Regularly contribute posts on Dev.to, sharing expertise and insights on software development/ethical hacking when inspired to contribute to the community. This can be found at <u>Dev.to</u>
- Terminal-based Kelley Blue Book: Developed a server-client application, enabling bidirectional communication between server and client. Server-side awaits incoming connections, processes .properties files, and stores interpreted data in custom car class. Client-side is able to connect to the server, upload .properties files, and access existing stored car object data.
- **Conway's Game of Life:** Programmed an interactable GUI simulation of Conway's Game of Life, a cellular automaton created by John Conway in 1970. Simulates cells' interactions based on predefined rules, creating emergent patterns.
- Connect Four: Created a simple terminal-based Connect Four game using Python to experiment with algorithms to check valid matrix solutions.
- CIS-22B ltty Bitty Airfreight: Developed an application that reads, organizes, then stores airfreight shipment data from a file. Rejects certain airfreight shipments based on custom shipment constraints. Information is presented in a neat format in the terminal.

Mentorship _

• Cyberpunks: Cybersecurity club Founder and President | Mentored ~20 students concurrently | Members: ~160 (08/2022 - 07/2023)

Others_

- Summa Cum Laude: Graduated Milpitas High School with over a 4.0 weighted GPA (07/2022)
- AP Scholar: Received AP scholar award for taking multiple AP classes, and passing their associated examinations (08/2018 07/2022)
- 3rd Place Ukiah Science Olympiad Invitational: Won 3rd place in Ukiah Science Olympiad for Protein Modeling in Division C (02/2020)