





Samuel VespaLec

Backend Engineer

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OVERVIEW

Results-driven software engineer specializing in advanced system security and backend development. Expert in designing and implementing sophisticated anti-cheat solutions, reverse engineering, and high-performance backend systems.

SKILLS

LANGUAGES

C/C++ C# Python D HTML CSS Javascript Typescript Go SQL

FRAMEWORKS

React Node Bun Vite Boost Zydis Express Flask FastAPI ImGUI MongoDB

TOOLS

Git Docker Woodpecker Jenkins GitHub Visual Studio Linux CI/CD Webpack IDA
x64dbg GitLab Ghidra Binary Ninja Visual Studio Code ReClass Cheat Engine

EXPERIENCE

MONELITE OY | ANTICHEAT ENGINEER

(May 2018 - Dec 2021 | Finland)

- > Engineered sophisticated in-house systems to detect and prevent video game cheats, enhancing game integrity and player experience.
- > Collaborated with cross-functional teams to design and implement a comprehensive suite of detections and integrity measures.
- > Significantly contributed to the company's core software products, focusing on security and performance optimization.

CYBERPATRIOT | TEAM MEMBER

(Nov 2018 - Feb 2019 | Burnaby, Canada)

- > Specialized in Windows environment security hardening and vulnerability remediation.
- > Engineered solutions for complex security flaws and system misconfigurations.
- > Developed and executed team-wide action plans, securing top 50 placement in North-America out of thousands of participating teams.

DELTA STUDIOS LLC | ANTICHEAT ENGINEER

(Apr 2022 - Sep 2022 | Florida, United States)

- > Specialized in anti-cheat solutions for a modded Minecraft client.
- > Developed in-house solutions to prevent and detect cheaters in the gaming environment.
- > Crafted innovative checks to secure the JVM and detect anomalies in player behavior.
- > Innovated unique detections to combat macro/input automation.

TITAN SOFTWARE SECURITY LLC | ANTICHEAT ENGINEER

(Jan 2024 - Present | Texas, United States)

- > Specialized in developing advanced game-agnostic kernel-level anticheat systems.
- > Optimized performance of anticheat systems to minimize impact on game performance while maintaining security.
- > Conducted thorough security audits and penetration testing to ensure robustness of anticheat measures.

> Crafted highly secure and performant backend infrastructure utilizing CI/CD and Docker for deployment.

PROJECTS

NEXUS ANTICHEAT [↗](#) |  (Nov 2024 - Jan 2025)

Flask C++ CMake Docker Git

- > Advanced C++ anti-cheat solution designed to protect game integrity through multiple detection and prevention mechanisms.
- > Features modernized tech stack, performant code and multiple components to ensure game integrity.

NEXUS SHIELD |  (Nov 2024 - Dec 2024)

Flask Python Docker Git

- > Advanced malware detection system combining both manual and LLM analysis using Google Gemini models and custom PE parsers.

EDUCATION

CISCO NETWORKING ACADEMY > Major: Computer Networking
Advanced Networking
(2018 - 2020)

PALO ALTO CYBERSECURITY ACADEMY > Major: Cybersecurity
Advanced Cyber Security
(2019 - 2020)

BURNABY SOUTH SECONDARY > Major: Computer Science
Highschool Diploma
(2016 - 2020)

CERTIFICATIONS

- > CompTIA A+ - (CompTIA [↗](#))
- > CompTIA Network+ - (CompTIA [↗](#))
- > CompTIA Security+ - (CompTIA [↗](#))
- > Palo Alto PCCET - (PaloAlto [↗](#))

ACHIEVEMENTS

- > Best Defenders - ICTC Cyber Titan II | (Certificate [↗](#))
- > Top 10 in Canada - CyberPatriot
- > 3rd place - BC Aware CyberSecurity Competition

VOLUNTEERING

- > Technical Instructor - Origins Parkour, 2015
- > Assistant Instructor - Douglas College, 2018