Tim Tersigni

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NETWORKING PROJECTS

Client Server Chat - https://www.voutube.com/watch?v=YPdN8 7-mF0

- Designed multi-threaded server program in Python using TCP and UDP protocols to authenticate client connections, manage encrypted chat sessions between users, and handle custom server commands
- Developed chat client program which connects to the server allowing users to send and receive messages
- Wrote chat log system which saves chat session contents to server files which can be requested by clients

Networking Laboratory

- Created network topologies with GNS3, VirtualBox, and Cisco IOS and tested with Linux and Cisco CLIs
- Emulated networks using concepts like subnetting, IP Routing Protocol, and routing tables
- Identified and solved common network problems using debugging tools like Wireshark

Linux Home Server

- Installed Ubuntu Server on old computer and connected it to the network accessing it via SSH
- Ran self-hosted services in containers like Plex, Game server, Ad-blocker, and NAS using Docker
- Implemented a cloudflare domain and reverse proxy with NGINX to access hosted services easily
- Incorporated VPN and proxy using Linode instance and Wireguard to connect from outside the network