Jay Hill

Security Engineer

Honolulu, Hawaii

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SKILLS

● 8+ years of extensive cybersecurity experience including pentesting in order to find vulnerabilities to secure both Linux-based and windows based infrastructures

● Security: Cybersecurity, Vulnerability Assessments, Incident Response, Red Teaming, Security Monitoring

● Automation & Configuration: Terraform, Power Automate, Bash, PowerShell, Python

● Cloud & Infrastructure: AWS, Red Hat Linux, Splunk, Fortinet, Microsoft Azure

● Scripting: GoLang, PHP, Python, Bash, PowerShell

● Tools & Platforms: Burp Suite, Splunk, Microsoft 365 Defender, Prisma Cloud, Fortinet EDR

EDUCATION Tuskegee University (TU) - B.S. Dual Major Comp Sci / Psychology 2014 - 2017
Palo Alto Networks Cybersecurity Foundation coursera.org/verify/FH4T|6KSORUX
Google IT Security Certificate coursera.org/verify/J3VH64WRDZJG
Google IT Support Certificate https://www.credly.com/go/ox6KYG9p
HacktheBox Advent of Cyber Security Certificate https://tryhackme-certificates.s3-eu-west-1.amazonaws.com/THM-CSXHRCIJ2N.png
Udemy Growth Hacking Certificate ude.my/UC-ZLE915N
Udemy Ethical Hacking Certificate https://www.udemy.com/certificate/UC-O7OPAK9Q/
EXPERIENCE

Vast.ai, Honolulu - IT Support Engineer / DevOps
Dec 2024 - Present
● Support and maintain a Linux-based GPU cloud platform at Vast.ai, assisting users with platform-related
inquiries and GPU access while facilitating host GPU setup and configuration.

● Develop and implement templates (e.g., ComfyUI, Hunyuan Video) for streamlined GPU cloud usage,
enhancing user experience and operational efficiency on the Vast.ai platform.
● Provide technical guidance and troubleshooting expertise to users and hosts, ensuring seamless integration
and performance of GPU resources in a Linux environment.

PluralSight, San Francisco – Digital Security Author / DevOps
Feb 2023 – Apr 2024
● Developed and maintained security engineering labs in Red Hat Linux & Windows environments, creating
hands-on penetration testing scenarios that simulated real-world network, system, and application security
challenges.
● Utilized Terraform to automate and secure lab environments, ensuring alignment with the latest industry
standards and security practices.
● Provided expert technical feedback and consultation on security best practices and vulnerabilities within
diverse IT environments.

Red Bull North America, Santa Monica – Digital Security Engineer
Feb 2022 – Jan 2023
● Conducted network vulnerability assessments and remediation, emulating adversarial tactics to identify and
mitigate potential security breaches.● Designed and delivered security awareness training to enhance organizational understanding and defense
against cyber threats, focusing on social engineering and other advanced attack vectors.
● Implemented and customized security alerts using Splunk to monitor and respond to emerging security
threats effectively.
● Managed a secure network infrastructure utilizing tools like Fortinet, Cisco, Microsoft Azure, and
ServiceNow, integrating security controls into enterprise architecture.

Checkr, San Francisco – Sys Admin / Cloud Security
Sept 2019 – Dec 2019
● Contribute to network architecture.
● Utilized Terraform to automate cloud infrastructure changes on AWS, including provisioning and configuring
Red Hat Linux instances, ensuring robust security configurations and compliance with best practices.
● Administered and maintained Red Hat Linux servers within the cloud infrastructure, ensuring system
stability, performance, and security.

Linkedin, San Francisco – Security Consultant

Sep 2018 - Aug 2019

● Managed Defense (SOC) work.

● Performed Incident Response & Red Teaming.

Yelp, San Francisco - Security Consultant

Oct 2017 - Nov 2018

● Performed remote and on-site penetration tests.

● Consulted on resources and helped file RFPs for pentests.

● Helped to create G-script a post exploitation framework that allows custom droppers for all three major

operating systems.

Uber, San Francisco - Penetration Tester

Sept 2017 – Oct 2017

● *Performed web application and external assessments.*

EDMO, San Francisco – Unity 3D Developer / Teacher

Jun 2017 - Aug 2017

● *Taught school aged kids how to code using unity3d.*