Michael Scalzetti

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Objective   *Available May 2022 - December 2022*

Seeking a cyber security co-op between May and December of 2022 which focuses on networking, physical security, application security, or programming.

Skills

Programming languages: Python, Java, C, SQL
Operating Systems: Windows, Linux/UNIX
Misc: Git, Proxmox, Docker, VMware, Nmap, Ncat, SSH, Bash scripting, Networking, Wireshark

Employment

SUNY Upstate Medical University, Syracuse NY   *Summer 2021*
IMT Intern
Worked with Upstate's IMT Networking group, managing their enterprise Cisco network which connects thousands of computers, medical devices, office appliances, and personal devices. Responsible for cleaning fiber cables, deploying UPS's, patching network jacks, and managing mobile temperature tags. Also responsible for helping engineers replace switches and access points.

Education

Rochester Institute of Technology, Rochester NY   *Fall 2020-Current*
Bachelor of Science Degree, Computing Security   *Expected Spring 2024*
Fall 2020 Dean's List

Competitions

ISTS 2022 – Blue Team   *Placed 2nd*   *Spring 2022*
Worked with 4 peers to maintain and defend a network of machines against remote attacks carried out by professionals from the industry. Primarily responsible for managing networking and firewall equipment.
Hack Upstate 14   *Won the Best Hardware Hack award*   *Fall 2019*
Worked with 2 fellow students to develop a program that emulated a drum pad using a combination of an Arduino, a laptop running python, and MIDI software.
Hack Upstate 13   Spring *2019*
Solo project involving getting control of a remote-controlled drone using an unprotected telnet port.
Coding Competition, Jamesville-DeWitt High School   *Winter 2019*
Lead a small team at an event where we competed to complete coding projects under a strict time limit.
Hack Mohawk Valley   *Fall 2018*
Worked with 2 fellow students to create a web site that would collect and store data using SQLite which would later be displayed as part of a community project.
Hack Upstate 12   *Won the Best User Experience Award*   *Fall 2018*
Worked with a team to create a chat bot and API wrapper for TCGPlayer. It had the functionality to query for, and display product information, and was later developed by our team into a standalone Python API wrapper for the TCGPlayer API.

Projects

Personal Server Management   *Fall 2020-Current*
A way to gain experience with technologies that would be otherwise not possible, such as Proxmox, Docker, SSH, and other various server management tools. This homelabbing project facilitates the practice and development of networking and security skills as it gradually scales in size over time to include more services.
A Star Maze Solver   *Summer 2019-Winter 2021*
A java program designed to read, solve, and draw the solution to a maze. The project was devised to incorporate new tools and techniques learned at school. The project was later refactored, resulting in the code being significantly faster, more space efficient, and easier to read.

Vulnerability Assessment Project *Winter 2020*

Worked with a team, to assess a theoretical company's network based off documentation, generating a full vulnerability report including vulnerabilities' CVE ID, the threat level, the likelihood a vulnerability would be exploited, and steps the company could take to secure their network.