Aaron Kawer

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LINKS

Github:// **akawer**
LinkedIn:// **aaronkawer**
Flickr:// **https://goo.gl/efLBZ3**
Instagram:// **@aaronkawer**

SKILLS

PROGRAMMING

Python • C#
Java • C++

SECURITY

OWASP Top 10 • Threat Modeling
Code Reviews • CTFs • HTB
Penetration Testing • Burp Suite
Vulnerability Assessment

LANGUAGES

Native/Fluent:
Spanish • English
Basic:
French

EDUCATION

ITESM

B.S.E in Computer Science
Graduated May 2018 | Monterrey, MX
GPA: 3.8
Magna cum laude

UIUC

Study Abroad Exchange Program
Only 2 people chosen from University
Civil Engineering &
Computer Science
GPA: 3.8 / 4.0

COURSEWORK

Artificial Intelligence
Compilers
Algorithms
iOS Development
Computer Security
Operating Systems
OverTheWire: Wargames
Various CTFs

EXPERIENCE

WORKDAY | Security Engineer

Detection Engineering Team
January 2023 – Current | San Francisco, USA

- Leverage previous Red Team experience to enhance defensive cybersecurity strategies, employing an attacker's mindset to perform comprehensive data and detection gap analysis. This approach has significantly improved threat detection and automated responses.
- Regularly engage in threat hunting exercises to proactively identify potential security risks and vulnerabilities.
- Conduct thorough security and threat model reviews, contributing to the continuous improvement of systems security posture.
- Develop advanced detection logic using security data analytics, significantly bolstering the protection of Workdays systems.

MICROSOFT | Security Software Engineer - Cloud & A.I

Red Team
December 2020 – January 2023 | Seattle, USA

- Identifying operational security vulnerabilities in the infrastructure and environment of the software and its defenses under the umbrella of Azure
- Find vulnerabilities in various spaces such as web applications, native applications, database systems, authentication flows, distributed systems and designs, and protocols
- Threat Modeling and security reviews for software teams in Azure in order to identify vulnerabilities and weaknesses in the architecture, missing components and security controls as well as making sure the design of the service is secure as a whole
- Develop internal tooling and automate processes for our systems

MICROSOFT | Software Engineer - Cloud & A.I

Geographical Disaster Recovery Team
March 2019 – December 2020 | Vancouver, Canada

- Optimized pipeline of geo-failovers E2E duration by ~40%
- Delivered multiple improvements across our bots architecture to reduce CPU and memory footprint

MOTOROLA SOLUTIONS | Software Engineering Intern

May 2017 – Aug 2017 | Tel Aviv, IL

- Reduced the lag time of live video streaming in one of Motorola's applications by 90%. Achieved this by implementing the application natively in Unity (to run in HoloLens device) and re-factoring it to use the GStreamer Framework.
- Trained a neural network using TensorFlow to try to predict which user is currently using the mobile device (initially determining specific user activity). Wrote code to gather features from user interaction with the device and presented an initial usable prototype to the team.

UNIVERSITY OF ILLINOIS AT URBANA-CHAMPAIGN | Undergraduate Research

Aug 2013 – May 2014 | Urbana, IL

- Penetration Testing of several universities servers
- Utilized Metasploit and Kali Linux to test for vulnerabilities using MySQL and Ruby