

Rian Gonzalez Gomez

riang@andrew.cmu.edu | [LinkedIn](#) | [GitHub](#) | [riangg.com](#)

EDUCATION

Carnegie Mellon University | Pittsburgh, Pennsylvania

Aug. 2026 - Anticipated Dec. 2026

M.S. in Information Security

University of North Carolina at Chapel Hill | Chapel Hill, NC

Aug. 2024 - May 2026

B.S. in Computer Science

- **Relevant Coursework:** Artificial Intelligence, Hardware Security, Security Concepts, Data Structures
- **Activities:** Rams Hack Cybersecurity

Miami Dade Honors College | Miami, FL

Aug. 2022 - July 2024

A.A. in Computer Science

- **Relevant Coursework:** Linear Algebra, Calculus I-III, Discrete Mathematics
- **Honors:** Dean's List, Sigma Zeta Honors Society, Phi Theta Kappa Honors Society

TECHNICAL SKILLS

Languages: C++, Java, C, HTML/CSS, Python

Tools and Frameworks: Arch/Debian Linux, BIOS/UEFI Programming, Network Security Tools, PowerShell, Git

EXPERIENCE

Griffis Institute | Rome, NY

June 2024 - Aug. 2024

Research Intern – Embedded Systems Security

- Reverse-engineered QSPI protocol to optimize 8×16/16×16 antenna arrays, achieving 4x throughput gain.
- Devised data-slicing strategy for 40-bit packets to improve transmission efficiency.

Air Force Research Laboratory | Rome, NY & Miami, FL

May 2023 - Nov. 2023

Cybersecurity Research Intern

- Analyzed Raspberry Pi vulnerabilities in DoD embedded systems and identified critical attack vectors.
- Proposed mitigations via encryption, service restriction, and credential hardening.

University of North Carolina at Chapel Hill – School of Medicine | Chapel Hill, NC

Oct. 2024 - April 2026

IT Security Assistant

- Support HIPAA-compliant infrastructure for research and medical operations.
- Monitor endpoints, patch vulnerabilities, and enforce access controls.

PROJECTS

Specialized ThinkPad T480 - Security Enhancement

- Reprogrammed BIOS/UEFI firmware using EEPROM flash tools and SOIC8 clip.
- Restored admin credentials, enabled Secure Boot, and hardened kernel-level security on Arch Linux.

Celestial Denizen - Game Development Project

- Developed a turn-based dungeon crawler in Java using the Model-View-Controller and Observer design patterns.
- Implemented enemy AI, collision logic, and dynamic score tracking for gameplay balance.

LEADERSHIP EXPERIENCE

Xplora Capstone Project

Aug 2023 – Apr 2024

Team Lead

- Directed STEM outreach initiatives in Peru introducing children to programming and mental-health awareness.
- Managed logistics, partnerships, and educational activity design for community events.