Abdul Rehman

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Education

Connecticut College — New London, CT

Bachelor of Arts, Double Major: Computer Science; Cybersecurity - Self design — *Expected May 2029*

- GPA: 3.966/4.0 | Founder's Scholar
- Relevant Coursework: Data Structures, Robotics, Cybersecurity, Aritifical Intelligence, Calculus

Technical Skills

Languages: Python, Java, SQL, Bash, JavaScript, Swift, VB.NET

Tools and Platforms:Git/SSH, Linux (CLI), Jira, Splunk, Confluence, Figma, Postman , Docker, MySQL, Jupyter Notebook

Security: NMAP, BurpSuite, Metasploit, Penetration testing, vulnerability assessment, encryption analysis, OWASP methodologies, secure coding, Github Dependabot, dependency/patch management

Libraries & Frameworks: PyTorch, SpriteKit, Tkinter, SwiftUI, scikit-learn, pygame, NumPy, matplotlib

Experience

CISCO Technical Intern - Software Engineer — June 2026 – August 2026

CISCO — *New York, NYC*

- Spearheaded development of an internal Cisco web application used by managers to monitor and analyze operational data
- Engineered full-stack features across backend and frontend, collaborating with engineering, UI/UX, and design teams
- Architected a Slack-integrated monitoring dashboard, surfacing real-time CPU, thread, and request-success rate metrics
- Built an automated health-check endpoint, enabling faster system diagnostics and reducing manual monitoring overhead
- Enhanced core data export functionality and led security reviews to strengthen application reliability and compliance
- Hardened repository security by resolving 30+ GitHub Dependabot alerts, configuring SSH access, and designing test suites

Software Developer Intern — June 2024 – August 2024

7vals — *Pakistan, Lahore*

- Rotated across developer, design, and cybersecurity teams for a SaaS product used by Amazon, Google, Netflix, and Disney
- Collaborated with the development team on code testing, review, debugging, and performance optimization in Python/Java
- Supported the cybersecurity team with intranet maintenance, helping safeguard the company's internal SaaS infrastructure
- Designed and executed a phishing-resilience campaign, testing 400+ employees and boosting resilience by 250 percent
- Conducted 20+ user interviews with the product design team, tracing personas through to shipped SaaS product features

Web Development Intern — December 2023 – January 2024

AA-Freights Inc. — *Remote*

- Deployed a Node.js backend and MySQL database layer for a shipment tracking system handling 600+ monthly shipments
- Built frontend features supporting day-to-day logistics and shipment-tracking workflows for a team of 30+ active staff
- Optimized the system's layout and workflow architecture, cutting shipment processing time by 15 percent company-wide
- Collaborated with a 30+ member IT team to translate real-world logistics requirements into functional system features

Additional Experience

Coder / Analyst - Pentesting & Vulnerability Analysis | *Freelance, Remote* — August 2023 – Present

- Performed freelance web application penetration testing and vulnerability scanning to uncover client system weaknesses
- Delivered structured security assessment reports for freelance clients, complete with actionable mitigation strategies
- Provided freelance cybersecurity consulting, advising clients on remediation strategies for critical vulnerabilities
- Designed and executed phishing-resilience campaigns for clients, including a large-scale test across 10,000+ employees

Applied Cybersecurity Training & Competition — August 2023 – Present

- Organized 2 cybersecurity hackathons for IT Club, engaging 30+ students each in hands-on ethical hacking challenges
- Sharpened offensive security skills through CTF challenges on TryHackMe and HackTheBox, practicing real-world exploits
- Competed in multiple cybersecurity hackathons across Pakistan, including a nationwide competition against student teams
- Participated in freelance bug bounty programs, identifying and reporting security vulnerabilities for real-world rewards

Projects

IdleDiggers - iOS Physics Mobile Game | ***Swift, SwiftUI, SpriteKit, Firebase***

- Designed and built a hybrid idle/physics iOS game, combining a real-time physics mechanic with incremental progression
- Implemented core gameplay using SpriteKit with custom collision detection and category-based physics bitmasking logic
- Architected a reactive game-state layer using Combine's ObservableObject pattern with Codable-based local persistence
- Engineered game-feel polish through squash-and-stretch animation, particle effects, and haptic feedback for engagement
- Planned a Firebase backend for multi-provider authentication and cross-device cloud save syncing, per App Store rules

Cybersecurity Pentesting Platform | HTML, JavaScript, OWASP models

- Built a web-based training platform in modeled on OWASP vulnerability standards for hands-on security practice
- Developed vulnerable modules simulating SQL injection, cross-site scripting, and cross-site request forgery attack scenarios
- Designed platform to help users practice identifying and exploiting common vulnerabilities while reinforcing secure coding

Leadership & Activities

AI Research, Connecticut College — September 2025 – February 2026

- Researched decentralized cooperative coevolution, where four slower predator agents coevolved to corner a faster prey
- Analyzed and visualized success rates across different learning methods to evaluate coevolved predator coordination

Computer Science Tutor, Connecticut College — September 2026 – Present

Social Media Manager, Muslim Students Association — April 2026 – Present

Interests

Guitar · Badminton · Ice skating · Cricket · Robotics