

David Augustin

848-237-7024 • davidaugustinwork@gmail.com • <https://github.com/David-Brendan-Augustin>
<https://www.linkedin.com/in/david-augustin-78907934a> • <https://davidaugustin.dev>

EDUCATION

University of Georgia

Bachelor of Science, Computer Science

Athens, GA
August 2023 - Present

Clemson University

Bachelor of Engineering, Computer Engineering

Clemson, SC
August 2023 - May 2024

RELEVANT COURSEWORK AND CERTIFICATIONS

Systems Programming | Data Structures | Software Development | Discrete Mathematics | Calculus 3 |
Google Cybersecurity Certification - January 24 2025
CCSMM (Community Cyber Security Maturity Model) Certification - October 11 2025

SKILLS

Technical: Network Security, System administration, Security Monitoring, Threat detection and response, Incident response and handling, Risk assessment, Access control, Cryptography, Security policies, Forensics, Cyberthreat Intelligence, Cloud Security, Web Exploitation, Version Control, HTTP, HTTPS, RESTful APIs, JSON, GSON

Programming Languages: Python, Java, MATLAB, R Project, SQL, C

Frameworks & Tools: Excel, Linux, MITRE ATT&CK, OpenCTI, NIST, Wireshark, SIEM, Blender 3D, Eclipse IDE, Visual Studio Code, IntelliJ IDEA, Docker, Github, Unity, ESP32

RELEVANT PROJECT EXPERIENCE

Minecraft Home Lab Server with SIEM Integration

- Deployed a Linux-based Minecraft server with secure user authentication.
- Implemented automated server lifecycle management and resource optimization.
- Integrated Wazuh SIEM for real-time network, system, and log monitoring.

GalleryApp – JavaFX iTunes Search API Image Gallery

- Built a JavaFX GUI that retrieves and displays images from the iTunes Search API.
- Implemented asynchronous HTTP requests and JSON parsing for dynamic search results.
- Designed an interactive UI with search filters, dropdowns, and responsive image layout.
- Applied OOP principles (inheritance, interfaces, polymorphism) in app structure.
- Added error handling and image loading optimizations for a smoother user experience.

UGAhacks 11 Hackathon Project - Flying Broom Flight Controller

- Worked collaboratively with a team to create a flying broomstick for a magic themed hackathon within a 36-hour constraint.
- Developed flight control software using two ESP32 microcontrollers.
- Implemented peer-to-peer communication to transmit joystick input data in real time.

INVOLVEMENT EXPERIENCE

TheHackPack (University of Georgia)

- Competed in CTF competitions including NCAE (captured 28/30 flags, team placed 4th) and HackTheBox (advanced to Round 4, top 8)
- Engaged in a live blue team simulation defending a simulated hospital network against a staged cyberattack, analyzing alerts and executing incident response strategies under time pressure
- Applied defensive security concepts including threat detection, containment, and system recovery

WORK EXPERIENCE

Student Assistant

Oglethorpe Dining Commons Oct 2024 - Present

- Supported daily operations in a high-volume dining facility serving 300+ students.
- Ensured compliance with food safety standards and cleanliness, contributing to high customer satisfaction.
- Assisted in team coordination to improve efficiency and service flow.