

Jared Baron Panares



| Austin, TX | jarpiano.github.io | linkedin.com/in/jared-baron-panares

EDUCATION

The University of Texas at Austin, Austin, TX

2024 - 2027

Bachelor of Science, Computer Science

Relevant Coursework: Computer Architecture, Data Structures, Discrete Math for Computer Science

Organizations: Information & Systems Security Society Cyber Scholar, Texas ACM Member

WORK EXPERIENCE & RESEARCH

AP Computer Science A/Java Programming Tutor

January 2025 - Present

Katy Stem Academy

- Tutored secondary school students in two curricula focused on teaching either an introduction to Java programming or the latter half of the AP Computer Science A curriculum.
- Developed curricula with lecture style content, practical lab exercises, and practice quizzes to improve student memory retention and academic performance.

Undergraduate Researcher

January 2025 - Present

University of Texas at Austin - Freshman Research Initiative

- Engaged in Linux CLI, C++, and Python technologies applying to autonomous robot development and human-robot interaction.
- Utilized AI tools such as OpenCV and PyTorch to isolate video frame segments using color blob detection.

PROJECTS

Capture-The-Flag Cybersecurity Competitions

2019 - Present

Independent

- Completed 200+ cybersecurity challenges across CyberStart America, PicoCTF, US Cyber Quest, etc.
- Utilized network analysis (Wireshark), digital forensics (Autopsy), and reverse engineering (Ghidra) software.
- Familiar with Ubuntu/Debian/Kali Linux VM installation, directory structure, and CLI tools
- Examined network protocols such as HTTP, TCP/UDP, and TLS using packet analysis software.

Web Development Portfolio

2022 - Present

Independent and Various Organizations - <https://jarpiano.github.io/>

- Built 5 websites using Svelte/Astro Javascript Frameworks and the Hugo SSG alongside various CSS tools.
- Applied web design principles such as Search Engine Optimization (SEO) and modern UI Toolkits.

Huffman File Compressor

2024

University of Texas Student Project

- Utilized Huffman data compression algorithm to compress and decompress varying file types.
- Cultivated skills in low-level bit manipulation, encoding schemes, and data structure construction.

Evil Hangman Game

2024

University of Texas Student Project

- Implemented an algorithm that simulated a "Player vs. Computer" game of Hangman where the computer procedurally cheated by postponing word selection based on user input.
- Utilized various Java data structures to simulate cheating across difficulty levels of easy, medium, and hard.

SKILLS

Technical: Java, Front-End Stacks, SQL, Networking, Linux, Python, Powershell, Git, C/C++

Other Languages: Conversational Tagalog

Proctored Certifications: GIAC Certified Incident Handler Certification (GCIH), GIAC Security Essentials (GSEC), GIAC Foundational Cybersecurity Technologies (GFACT)

Training: SEC504: Hacker Tools, Techniques, and Incident Handling, SEC401: Security Essentials - Network, Endpoint, and Cloud; SEC275: Foundations: Computers, Technology, & Security