

Walker Emerson Riley

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Work and Professional Experience

University of Texas at Austin – School of Information

May 2016 - Present

Server-side Student Technician

- Monitor and maintain iSchool servers (primarily Linux, some Windows)
- Update system security and respond to security threats
- Apply OS patches and upgrades, and update administrative tools and utilities
- Provide technical assistance to students and faculty

ePatientFinder

January 2017 - Present

Security and Privacy Consultant

- Develop security standards of practice in compliance with SOC 2
- Establish and maintain secure connections with healthcare providers
- Manage several virtual machines through Azure for handling Electronic Health Records

University of Texas at Austin – School of Identity Management and Security

January 2017 - Present

Teaching Assistant

- Aid in curriculum finalization
- Provide students guidance in war-games that teach students basic hacking/security
- Facilitate student teacher communication inside and outside of class

Harry Ransom Center – Digital Collections Services

October 2015 – June 2016

Senior Student Associate

- Digitize delicate archival materials
- Edit archival quality images in Photoshop
- Automate photo cropping process

Projects

Raspberry Pi Voice Activated Assistant – Blog of the project: <http://walker-tech-studio.tumblr.com/tagged/cogsworth>

- Installed and configured minimal Raspbian instance
- Practiced extensive troubleshooting
- Used Github and other repositories to install text-to-speech and speech recognition software
- Developed and customized dictionaries of phonetic sound and responses

Cyber-Security Lab – Class project

- Connected 4 computers in a network (2 server machines and 2 attack machines)
- Performed attacks on server machines using password cracking, packet sniffing, and port scanning software
- Defended against attack machines by identifying and protecting exploits

Spera – 2D Videogame (Can still be played at <http://www.stencyl.com/game/play/29120>)

- Designed all of the character and level art
- Wrote 95% of the in-game coding and 50% of menu-screen coding

Education

Graduate

University of Texas – School of Information

Austin, Texas

Master of Science, May 2017

Information Science with specialization in Cyber Security

Undergraduate

University of Texas – College of Natural Science

Austin, Texas

Bachelor of Science, December 2014

Pure Mathematics

Skills

Programming

Bash
Python
PHP
Html / CSS

Software

Microsoft Office
Adobe Creative Suite
Photoshop, Gimp (2d Modeling)
Blender (3d Modeling)

Operating System Proficiency

Linux / Unix
IOS
Windows

Transferable Skills

Customer Service Experience
Troubleshooting and Tinkering
Teaching and Lesson Planning
3d Printing