

JAE YOON BAE

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EDUCATION

University of North Carolina Wilmington

Anticipated 05/2029

Bachelor of Science in Computer Science | GPA: 3.47/4.00

TECHNICAL SKILLS & CERTIFICATIONS

Security & Analysis: Wireshark, Elastic (ELK Stack), Azure Disk Encryption (ADE), VirtualBox

Programming: Python, Java, JavaScript, C#, Unity, Git/GitHub

CAD Modeling: TinkerCAD, AutoCAD, KReaD

Certification: AWS Certified Developer, Cisco Networking Basics, Cisco Introduction to Cybersecurity, IBM Cybersecurity Fundamentals

Languages: English, Korean, Japanese

PROFESSIONAL EXPERIENCE

Cyber Threat Intelligence Intern, Bravo Section | Cyber Security Forum Initiative (CSFI)

08/2026 - Present

- Conduct OSINT research on North Korean cyber threats from **FBI**, **CISA**, and **MITRE ATT&CK** to analyze CTI research and intelligence reporting.
- Analyze Lazarus Group activities across TTP categories, MITRE ATT&CK techniques, and multiple malware and network artifacts to identify recurring attack patterns.

Undergraduate Research Assistant | UNCW Department of Computer Science

09/2026 – Present

- Collected and documented scam data using **GitHub**, and analyzed sandbox environments in **VirtualBox**.
- Evaluated multiple **AI-based scam detection** tools by labeling their classifications of scam across **3 stages** to compare detection accuracy and consistency.

RESEARCH EXPERIENCE

Korean-Language PROM Readability Research | Data Analysis & Author

06/2026 - Present

- Quantitatively analyzed the Korean-language patient-reported outcome measures (PROMs) in the fields of respiratory, cardiovascular, and general health using the **Korean Readability Assessment Tool (KReaD)** to evaluate readability for Korean immigrants.

EXTRACURRICULAR ACTIVITIES

Cyber Defense Club Member | University of North Carolina Wilmington

08/2025 - Present

- Develop skills in risk management, system security, and network protection through cybersecurity training aligned with the **NIST Cybersecurity Framework**.
- Achieved **5th Place** in **TracerFIRE 14** competition to solve hands-on CTF challenges involving digital forensics, network analysis, and incident response.

Hand Helping Project Member | Wilmington Chapter

08/2025 - Present

- Designed and 3D-printed custom prosthetic hand components for children with disabilities using **TinkerCAD** and **AutoCAD**; selected as the sole recipient of the **Innovation Design Award**.
- Prototyped and tested iteratively with a team to improve ergonomics, safety, and usability based on user feedback.

Game Development

01/2024 - Present

- Programmed core gameplay systems, mechanics, and UI in **Unity** for 10+ original games, which were featured by popular live streamers, and enhanced gameplay through community feedback.