Contact

Phone	+961 70477357
Email	husseinsouheil15@gmail.com
Address	Lebanon, beirut
Date of Birth	29, Jan 2002

Education

Bachelors in computer science (networking and cybersecurity)

- **University of Science and Art in Lebanon**

Backend Engineer

Skills

- Programming Languages: Java, Python, C#, HTML-CSS-JavaScript, Bash Script, YAML
- Frameworks: Django, Flask
- Operating Systems: Linux (Kali, Ubuntu), Windows)
- vulnerability assessment
- Networking and network security
- incident response
- risk assessment
- risk management
- cryptography
- SIEM monitoring
- System Administration
- Security best practices: XSS Prevention, CSRF Protection
- Authentication and Authorization
- API development
- Database: SQL(mySQL, SQLite) and noSQL(mongoDB)
- DevOps: Docker, Jenkins, SonarQube
- Version control
- Cloud platform: AWS
- runtime environment: node.js

Soft Skills

- Self-learner
- strong understanding of fundamental data structures and algorithms
- problem-solving abilities
- effective communication in a team environment

Hussein Souheil

Cybersecurity

An aspiring cybersecurity professional and seasoned backend engineer in my third year of study, I bring a blend of technical prowess and cybersecurity acumen to the table. With a keen interest in fortifying digital ecosystems against threats, I am dedicated to applying my expertise in backend development to design and implement secure solutions. Eager to leverage my skills and knowledge to protect against emerging cyber threats and contribute to the advancement of the cybersecurity landscape.

Projects / Experience

- **Directory Monitoring (Python)**
  - Created a Python program for monitoring specified directories for potential threats.
  - Implemented virus and malware checks by hashing files and comparing them against a blacklist on TotalVirus website.
- **Network Interface Surveillance Master (Bash Script)**
  - Developed a Bash script and service for monitoring network interfaces for any changes.
  - Implemented functionality to detect and log network interface modifications
- **Django OAuth Implementation (Python-Django)**
  - Implemented social authentication in Django by integrating OAuth2 with providers like Google, Facebook, and GitHub.
  - Enhanced user authentication and authorization through third-party services
- **Penetration Testing on Ecommerce website**
  - Reconnaissance by google dorks, IOT engine, wayback machine
    - tools used: nmap, subfinder, whatweb, wafw00f, dnsenum , dig, WPScan, wappalyzer, Nikto
    - burpsuite, zaproxy
    - coding: beautiful soup, email admin spider by python language
    - manual testing like SQL injection
- **Shooter Game (Unity, C#)**
- Developed a zombie shooter game using Unity and C#.
- The game features two levels and provides an engaging experience for players.
- check the video: https://github.com/HusseinSouheil/game_development-video/blob/main/game development video.mp4
- **Gym Club Web App (HTML, CSS, JavaScript)**

Languages: English (Fluent) - Arabic (native)

github

HusseinSouheil (HSouheil) (github.com)

Linkedin

www.linkedin.com/in/hussein-souheil-69a419247

- **Endpoint Detection and Response (EDR) & AWS Cloud Security**

- implemented on EC2 instance with Ubuntu OS by Kolide fleet management, Osquery, MySQL server, Reddis, and Elastic stack (filebeat, logtsash, elasticsearch, and kibana)

- enabled cloud security services such as IAM, Gaurdduty, Macie, inspector, and Artifact, and implementing them into workloads such as EC2, S3 bucket, VPC, Cloudtrial, and Cloudformation.

- this project aims to collect data from endpoint and analyze it to detect malicious activities then respond to the threat like isolate the target, kill malicious process, and alert the security team. According to AWS cloud Security, used to scan, detect, compliance, analyze and prevent malicious activities on workloads.

Report Link: https://docs.google.com/document/d/10uBG2eyoyQ-RrmMftPmmLSL16h7EzXr3/edit?usp=sharing&ouid=112792931069010892105&rtpof=true&sd=true