

KOBEY PABELLAN

Santa Maria, CA 820-203-7906 pabellank@gmail.com

Education

University of California, Merced

Aug 2020 – May 2024

Bachelor of Science in Computer Science and Engineering

Merced, CA

- GPA: 3.36
- Dean's Honor List Fall 2020; Chancellor's Honor List Spring 2021

Experience

Sweep Energy

Aug 2023 – Dec 2023

Software Engineer (Capstone Project)

Merced, CA

- Led the technical direction of the project, evaluating and selecting technologies to best achieve the goals and mission of the project.
- Designed and implemented a program leveraging the OpenAI API to extract and analyze PDF content, enabling users to query documents efficiently.
- Collaborated closely with a development team and client to refine functionality and align with user needs.
- Optimized API usage to minimize costs while enhancing data accuracy and accessibility, streamlining the document review process.

University of California, Merced

Feb 2023 – May 2024

IT Security (Student Technology Consultant)

Merced, CA

- Monitored system logs and analyzed user activity using Splunk to identify and diagnose security threats.
- Investigated suspicious network activity and conducted vulnerability scans, helping mitigate security risks.
- Managed and resolved tickets via ServiceNow, ensuring timely support for students and staff.
- Assisted in developing security awareness campaigns, improving cybersecurity practices and reducing phishing risks.

Projects

Philanthropy Week Web Application | *React, Next.js, Tailwind CSS*

Feb 2024 – Mar 2024

- Developed a web app for a campus-wide philanthropy event, improving participation and fundraising.
- Attracted 500+ active users from 7 campus organizations, enabling event tracking and fundraising contributions.
- Generated \$7,000+ in donations for cancer research, demonstrating the platform's impact.

Full-Stack Tic-Tac-Toe Game | *React, Next.js, Node.js, WebSockets, MongoDB*

Apr 2024 – May 2024

- Built a real-time multiplayer Tic-Tac-Toe game with chat functionality and game state synchronization using WebSockets.
- Implemented secure authentication with hashed passwords and session validation.
- Built a seamless API for user management, game data, and leaderboard updates, ensuring smooth interaction across the application.

Port and Vulnerability Scanner | *Python, Nmap*

Jan 2025 – Jan 2025

- Developed a network scanner using Nmap to identify open ports and detect vulnerabilities.
- Implemented automated reporting with timestamped summaries and stored results for later analysis.

Technologies and Languages

Languages: C, C++, Python, Javascript, Go, HTML/CSS

Technologies: React, Node.js, Next.js, Tailwind CSS, Flask, Selenium, Git, Docker, MySQL, MongoDB