

Seth Stemen

Computer Science and Engineering Major | Information Security Minor

The Ohio State University | Graduation: December 2025

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GitHub: @ThrowSet | LinkedIn: SethStemen

Technical Experience

Vehicle Integration Developer

Buckeye AutoDrive: Vehicle Integration Team – The Ohio State University

August 2024 – Present

- Performed cybersecurity research using packet capture and reverse engineering tools (Wireshark, JADX)
- Developing a custom HMI (Human Machine Interface) to be used in the vehicle via Kotlin and Android Studio
- Designed the HMI to communicate over the CAN bus to coordinate and facilitate autonomous driving

IT Helpdesk Assistant, IT Helpdesk Intern

The Ohio State University Department of Athletics

August 2023 – Present

- Troubleshoot helpdesk tickets concerning network deployment and management, in addition to the imaging and deployment of new systems for athletics staff and coaches
 - Utilize DHCP, Active Directory, and remote management software to control access to the network and systems. Exposure to CrowdStrike, JAMF, Teamviewer, NinjaOne RMM, and NetAlly network testing suite
 - Worked as an intern during May 2024 – August 2024
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Additional Experience

Lead Welcome Sites Attendant

New Albany Country Club

September 2020 – January 2023, May 2023 – August 2023

- Managed staff, created schedules, trained new employees and developed a comprehensive training manual to optimize operations
- Designed and maintained databases for office logistics and inventory tracking
- Recognized with Employee Spotlight Award for outstanding contributions (March 2022)

Clubs and Competition Appearances

BuckeyeCTF Participant: 2022, 2023, 2024 (9th Place in Undergraduate Division)

Buckeye Autodrive: HMI Developer – Vehicle Integration Team

Buckeye Programming Competition: 2024

Member: Ohio State Cybersecurity Club, Competitive Programming Club, Athletic Band

Personal Projects

Homelab

Ongoing

- Configured a server for remote access via VPN to facilitate remote file transfer and SSH access

- Currently using Homelab to enable self-hosted applications to be accessed on LAN and remotely via VPN, in addition to hosting vulnerable virtual machines for pen testing

2D Video Game Project

August 2024 – December 2024

- Created a custom adaptation of Vampire Survivors in C# .NET utilizing the MonoGame engine
- Served as Scrum Master on a small development team to facilitate effective utilization of the Agile methodology to maximize feature development during sprints

Skills

- Programming Languages: C/C#/C++, .NET, x86 Assembly, Java, Python, MATLAB
- Hardware/Devices: Arduino Uno/Mega, Raspberry Pi, ESP8266 Microcontroller
- Software Development: Experience with Agile methodology, GitHub project boards/project management
- Microsoft Office Suite
- Networking: CAN bus diagnostics, DHCP assignments, Active Directory Management, NetAlly network testing
- Cybersecurity: Wireshark, JADX, Kali Linux

Education

Bachelor of Science in Computer Science and Engineering

Minor: Information Security

The Ohio State University – Columbus, OH

Graduation: December 2025

- Dean's List: Autumn 2021, Spring 2022, Spring 2024

Associate of Arts

The Ohio State University – Newark, OH

May 2024

High School Diploma

Gahanna Lincoln High School

Graduation: May 2021

Student Hall of Fame Finalist | Graduated with Global Scholars Diploma