

Patrick Zong

(832) 451 5591 • 0731patrickz@gmail.com • Portfolio: <https://patrickzong.me/> • <https://www.linkedin.com/in/patrick-zong/>

WORK EXPERIENCE

Deloitte, Dallas, TX

01/2026 - current

Solution Analyst - Cyber

- Process 40+ veteran disability claims daily, triaging medical contentions and routing cases to appropriate specialty groups within the VA disability evaluation system
- Maintain 95%+ case processing accuracy while collaborating with cross-functional teams to ensure efficient routing

Aurascape, Santa Clara, CA

02/2025 - 11/2025

Cybersecurity Software Engineering Intern - Startup

- Engineered, tested, and integrated a dynamic Python document retrieval pipeline with Playwright to reliably discover, fetch, and ingest web data into a RAG-based risk classifier, processing 100+ documents per hour
- Improved app risk classification speed by 4x and accuracy by 10x, reducing manual QA efforts through automation
- Deployed pipeline components with Docker in a Google Cloud environment, ensuring scalability and reliability
- Designed a robust data deduplication system for a 1,000+ record MongoDB database, improving data accuracy
- Captured and analyzed HTTP/WebSocket traffic from endpoints and APIs across 50+ GenAI apps with Proxyman to write JSON signatures for the core engine, enabling public launch, securing \$50M in additional funding, and achieving a Top 10 placement at RSAC Innovation Sandbox

Barclays, Whippany, NJ

06/2024 - 08/2024

Technology Cyber & Security Analyst Intern - Cyber Fraud Fusion Center

- Assessed 30+ AI-assisted fraud threats through stakeholder interviews, delivering a comprehensive risk profile and action plan to improve organizational awareness and mitigation for US and international colleagues
- Performed open-source intelligence with urlscan.io and VirusTotal to verify dozens of potential phishing URLs daily
- Managed tasks in an Agile environment using Jira and Confluence to maintain documentation and resources
- Leveraged Splunk for anomaly detection and log analysis within a Zero-Trust security environment

EDUCATION

B.S. in Cybersecurity and Game Development and Design

08/2020 - 12/2024

Purdue University, West Lafayette, IN

Honors: Dean's List (all semesters) • *Overall GPA:* 3.84

Relevant Coursework:

- Project Management, Secure Coding, Game Development I-III, Computer Animation and Lighting, Game Design & Psychology

DESIGN PROJECTS

Educational Agriculture Simulator - Lead developer, game designer

09/2023 - 05/2024

- Helped design a drone-simulation agriculture game for a Purdue Agriculture professor
- Implemented educational modules with lesson feedback to guide student learning
- Designed various drone functionalities including height lock, payload dropping, and dynamic movement

3-2-1 Blastoff Simulator - Game QA tester and analyst

06/2022 - 08/2022

- Focused on quality assurance and analyzed a Roblox game with over 2,000 peak concurrent players
- Provided direct feedback to developers to increase engagement and optimize the user experience
- Created an improved tutorial in video format to replace unintuitive text blocks
- Suggested improvements to grow player base and long-term game sustainability

BrawlNews.com - Co-founder and Writer

08/2017 - 01/2022

- Co-founded the previous longest-running entertainment blog dedicated to Supercell's Brawl Stars mobile game
- Designed and managed the website using WordPress CMS, publishing over 100 articles with 1000s of impressions

SKILLS & TOOLS

Creative & Graphics: Unreal Engine, Maya, Adobe Creative Cloud, Figma, Unity, Level Design, Jira, Roblox Studio

Development & AI: Python/Scripting, C++, Java, Procedural Generation, Version Control Tools (GitHub, Azure DevOps)

Security and Systems: Threat Modeling, Penetration/QA Testing, Network Forensics (Wireshark, Proxyman), Vulnerability Analysis, Linux OS/macOS, SQL/MongoDB, Google Cloud (GCP)