

GIOVANNI RAPA

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WORK EXPERIENCE

PENETRATION TESTER & RED TEAMER – DGS SPA

09/2024 – Present | Rome, Italy

- Execution of penetration tests on mobile applications (iOS and Android), including static (SAST) and dynamic (DAST) analysis.
- Conducted Web Application Penetration Tests (WAPT) following OWASP Top 10 security guidelines.
- Security assessment of network infrastructures, operating systems, and exposed services.
- Identified and analyzed vulnerabilities utilizing tools such as Burp Suite, Nmap, Metasploit, Nessus, and Wireshark.
- Utilized GoPhish and Evilginx for executing tailored phishing and advanced multi-factor authentication bypass campaigns.
- Performed analysis and reverse engineering of hardware devices to discover physical security vulnerabilities.
- Physical Red Teaming activities focused on cloning and manipulating proximity protocols (RFID/NFC).
- Wi-Fi network penetration testing and security assessments.
- Drafted comprehensive technical reports and executive summaries for clients and key internal stakeholders.
- Collaborated with software development and engineering teams to remediate identified security risks.

PCTO TUTOR – UNIVERSITY OF SALERNO (UNISA)

05/2023 – 10/2023 | Fisciano, Italy

- Taught Python programming and Artificial Intelligence concepts to high school students.
- Covered topics ranging from core Python logic to advanced neural network architectures designed for market forecasting.

CERTIFICATIONS

OffSec Certified Professional (OSCP) OFFSEC Penetration Testing	OffSec Wireless Professional (OSWP) OFFSEC Wireless Penetration Testing
eLearnSecurity Certified Penetration Tester (eCPPTv3) INE SECURITY Professional Penetration Testing	GIAC Mobile Device Security Analyst (GMOB) GIAC Mobile Security & Penetration Testing

EDUCATION & ACADEMIC TRAINING

MASTER'S DEGREE IN COMPUTER SCIENCE – CYBER SECURITY

02/2022 – 05/2024 | University of Salerno

Final Grade: 110/110 Cum Laude and Special Mention (Summa cum laude)
Thesis: Attacks in the ICS domain: Causal Reinforcement Learning applied to the ICSSIM simulator

BACHELOR'S DEGREE IN COMPUTER SCIENCE

09/2018 – 02/2022 | University of Salerno

Final Grade: 99/110
Thesis: An attack on privacy on smartphones via motion sensor: implementation and management via app of evolutionary segmentation of the signal

HIGH SCHOOL DIPLOMA (SCIENTIFIC HIGH SCHOOL)

Liceo Scientifico "V. De Caprariis"

09/2013 – 06/2018 | Atripalda, Italy

SKILLS & LANGUAGES

Languages: Italian (Native), English (B2 - Proficient Listening, Reading, Spoken Interaction/Production).**Technical & Cyber Security:** Web/Mobile/Network Penetration Testing, Physical Red Teaming, Cryptography, Basic Digital Forensics, Linux & Windows IDS/IPS configuration.**Tools & Frameworks:** Kali Linux, Parrot OS, Metasploit, Burp Suite, Nmap, Nessus, Wireshark, GoPhish, Evilginx.**Programming & Environments:** Python, Java, C | PyCharm, Visual Studio Code, Visual Studio, Eclipse, Dev C++.**Licenses:** Italian Driving License (AM, B).**KEY PROJECTS**

- **MedQueue:** Online platform for patient appointment booking integrated with a queue management dashboard for healthcare providers.
- **AccelSpy 2.0:** Mobile application performing acoustic/text recognition via smartphone accelerometer signals assisted by server-side processing.
- **IoT Secure Voting System:** Decentered IoT voting solution leveraging blockchain protocols and cryptographic validation.
- **Masked Recognition Similarity:** Deep learning model based on Siamese Neural Networks for identity comparison between masked and unmasked subjects.

HOBBIES & PERSONAL INTERESTS

- Avid reader of classical literature, personal growth, and cross-cultural studies (with a particular focus on Japanese culture).
- Active participant in fitness and athletic activities to maintain health and wellbeing.
- Guitar player with a passion for live concerts and exploring diverse musical genres.

VOLUNTEERING & COMMUNITY

- Social Media Manager for local events, including the "Natale Insieme" initiative organized by the Youth Forum.
- Administrator of server infrastructure (TeamSpeak 3, Minecraft, and a dedicated Discord community for IT students and peers).

ADDITIONAL COMPETENCIES

- **High School Capstone Project:** Built a functional wooden replica of the German "Enigma" cipher machine emulating its mechanical logic to support final diploma thesis defense.
- **Leadership & Management:** Proven ability to motivate team members, delegate tasks efficiently, and solve complex operational problems.
- **Organization & Communication:** Detail-oriented execution under multi-tasking conditions; strong empathetic listening and clear professional presentation.

I hereby authorize the processing of my personal data contained in this curriculum vitae pursuant to European Regulation (EU) 2016/679 (GDPR) and Italian Legislative Decree 196/2003 for recruitment and professional selection purposes.

