Brian D'Hurieux

Network Analyst | Full-Stack Developer | Threat Hunter
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SUMMARY

Full-Stack Developer and Network Forensic Analyst with an active TS/SCI clearance and GIAC GNFA and Sec+ certifications, specializing in building security tools and analyzing network traffic. Proven ability to leverage full-stack development skills (Python, MERN-stack, Azure) to create enterprise-level applications and automation that enhance security posture and threat visibility.

TECHNICAL SKILLS

• **Security:** ELK Stack, Arkime, Zeek, Wireshark, Cyber Threat Analysis, Security Simulation

• **Programming:** Python, C#, JavaScript, HTML/CSS, MERN Stack, Git

• **Platforms/Tools:** Unity, Power Apps, Power Automate

EXPERIENCE

AT&T Research Labs - Cybersecurity Principal
Aug 2021 - Present

- Architected and developed the primary smishing/phishing simulation platform from inception to deployment, used to train and assess AT&T's entire national workforce.
- Built custom internal tools and interactive dashboards to automate security awareness reporting, providing the CISO team with real-time visibility into program effectiveness and user risk trends.
- Designed and developed full-stack, Azure-hosted internal web applications handling features like user authentication, async document processing, and real-time interactivity for thousands of participants.

Air National Guard - Cyber Warfare Operator
Jun 2021 - Present

- Conduct proactive threat hunting and network forensic analysis by writing custom queries in Kibana and parsing Zeek logs to identify anomalous activity and potential IOCs on DoD networks.
- Utilize Arkime (formerly Moloch) for deep packet inspection and Wireshark for protocol analysis to investigate security incidents and reconstruct malicious network traffic.

AT&T Research Labs – Senior Software Developer (Contractor)
Sep 2018 - Aug 2021

- Led the end-to-end development of immersive cybersecurity training games and simulations, translating complex security concepts (like social engineering and network intrusion) into engaging, interactive experiences for corporate-wide awareness initiatives.
- Engineered a scalable 3D "Smart City" simulation environment in Unity (C#), occasionally host internal Capture-the-Flag (CTF) events, portraying cyber-physical attacks on critical infrastructure like power grids and traffic systems.
- Designed and delivered high-traffic, interactive web applications for major internal security conferences, utilizing JavaScript and cloud services to handle thousands of concurrent users and significantly increase engagement with security content.

All Things Media – Interactive Media Developer
Mar 2010 – Jun 2016

- Developed and launched cross-platform interactive applications and augmented reality (AR) tools from concept to deployment, serving educational and promotional objectives for a diverse client base.
- Architected large-scale, multi-platform interactive applications for Fortune 500 clients including Pearson Education, Mercedes-Benz, and Toys "R" Us, managing the full software development lifecycle to meet strict deadlines and performance requirements.

EDUCATION

The Art Institute of Philadelphia
B.S., Media Arts (Interactive Media/Programming) | 2007–2009
Note: focused on app development, 3D systems, interactive systems, and programming logic.

Community College of the Air Force
Electrical/Electronics & Integrated Avionics Systems | 2014–2015

Supplemental STEM Coursework (2014–2016)
- Ramapo College: Calculus I & II, Chemistry I
- Rockland Community College: Engineering Physics I & II
- Pennsylvania College of Technology: Computer Science (no degree conferred)

CERTIFICATIONS

- TS/SCI Clearance (Active)
- GIAC Network Forensic Analyst (GNFA)
- CompTIA Security+