

Brian D'Hurieux

Network Analyst | Full-Stack Developer | Threat Hunter

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SUMMARY

Cybersecurity Principal with TS/SCI clearance and a strong foundation in software development, cyber awareness, and internal tooling. Active in AT&T's security efforts since 2018, with experience in smishing and phishing simulations, secure web apps, and traffic analysis. Trained in ELK-Stack, Arkime, and Wireshark. Military-trained cyber operator, network analyst, with exposure to red/blue team environments.

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

- Developed internal smishing/phishing simulation platforms used across AT&T's national workforce.
- Supported CSO/BISO teams with custom tooling, dashboards, and automation via Power Apps and Power Automate.
- Developed internal security conference tools and web portals, including site development and interactivity.

Air National Guard, Cyber Warfare Operator

Jun 2021 – Present

- Trained in cyber defense operations, adversary TTPs, and incident response protocols.
- Supported military cyber operations and technical contributions for defensive tooling. Exposure to red/blue team environments and tools such as Metasploit, Zeek, Arkime, and the ELK Stack.

AT&T Research Labs, Senior Software Developer (Contractor)

Sep 2018 – Aug 2021

- Led development of cybersecurity training games and interactive simulations for AT&T's awareness initiatives, before pivoting to tooling development, in alignment with evolving leadership strategy.

- Built the “Smart City” 3D simulation environment used in Capture the Flag (CTF) events, modeling cyberattacks on city infrastructure.
- Delivered interactive applications for internal conferences, improving participant engagement and cyber awareness.

All Things Media, Interactive Media Developer

Mar 2010 – Jun 2016

- Built educational and promotional Unity-based apps and AR tools.
- Created large-scale multi-platform interactive applications for clients including Pearson Education, Mercedes-Benz, and Toys “R” Us.
- Developed interactive content using C#, JavaScript, and Flash (AS2/3).

EDUCATION

The Art Institute of Philadelphia, B.S., Media Arts (Interactive media/Programming)

2007–2009

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+
- Graduate – Cyber Warfare Tech School (U.S. AF)