Mint **Raines**
Software Engineer

About me

I'm a non-binary transfem who enjoys dabbling in many different programming languages for fun. I tend to pick up languages very quickly, even if I've never seen them before!
I love getting excited about my work and bring a bubbly, coffee-loving energy to the workplace.

personal

Mint Raines
She/They pronouns
nationality: Australian
b. 1990

Areas of specialization

Penetration testing · Prototyping · Technical writing · Software engineering

Interests

When I'm not brewing coffee overnight or reading low fantasy fiction books, I like to stream video games on Twitch!
I compose music and play piano when I have time, and I love an exhilarating board game night with friends.
I'm currently working on learning game development with a view of creating my own some day.
I also enjoy the odd rainforest hike!

@ hi@mintyfresh.love
e mintyfresh.love
in @verymintyfresh

SHORT RESUMÉ

2020–2023

Penetration Tester
CONSULTANT · EY, Melbourne 📍
Performed security audits of multiple high-profile clients in financial and industrial sectors. Wrote and delivered reports detailing issues and recommendations for remedy. Maintained a repository of issue write-ups for best-practice technical liaison language.

2014–2015

Software Engineer
TEAM MEMBER · Welcomer, Canberra 📍
Worked in Scala, Akka and Angular.js to create Welcome Aboard, a consumer-centric system for onboarding new employees. Implemented new functionality for the Welcomer Framework, designed to give consumers control of their data.

QUALIFICATIONS

2022 — **Offensive Security**
OSCP · OffSec 🏛

2019 — **Cybersecurity**
MASTERS · RMIT 🏛

2013 — **Computer Science**
BSc (HONS) · ANU 🏛

TECHNICAL SKILLS

- web app audit
- thick app audit
- powershell
- python
- scala
- html, css, js
- ms office

CURRICULUM

2020–

Penetration Tester
CONSULTANT · EY, Melbourne 📍
Performed security audits and delivered reports on issues found and recommended remedies. Maintained a writeup repository for best practices in report language.

2012–2016

Founder and Designer
TEAM MEMBER · Thylacine Games, Canberra 📍
Detailed design and testing of Dragon Racer, a board game released in November 2015, as well as initial planning and documentation during the Innovation ACT competition in 2012.

2014-2015

Software Engineer
TEAM MEMBER · Welcomer, Canberra 📍
Startup using Scala, Akka and Angular.js in an agile way, enabling consumers to control usage of personal data.

2014

Digital Identity and Security Consultant
CONSULTANT · Cogito Group, Canberra 📍
Implemented digital security systems such as Certificate Authorities and smart card systems as contracted by various government departments.

Cogito Group