

LUCAS DYER

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Education

Old Dominion University - Norfolk, VA

Bachelor of Science: Major: Cybersecurity

Second Major: Game Design

Graduation Date: 05/2026

GPA: 3.7

Dean's List: Fall 2022 - Spring 2025 (multiple semesters)

Relevant Courses: Cryptography for Cybersecurity, Cyber Law, Cyber War, Introduction to Criminology, Basic Cyber Programming and Network, Intro to Information Systems, Cyber Strategy and Policy, Intro to Object Oriented Programming, Cybercriminology Foundations, Interdisciplinary Theory and Concepts

Certifications and Clearances:

Public Trust Security Clearance, background investigation completed (U.S. State Department, 2024), CTECS National Workplace Readiness Skills Certification (2019), Microsoft Digital Literacy Certification (2019), Microsoft Office Specialist (Office Word, 2019), Microsoft Office Specialist (Office Powerpoint, 2019)

Work History

Diplomatic Technology Office (DTO) and General Services Office (GSO) Summer Hire | U.S State Department - U.S. Embassy Zagreb, Croatia 06/2024 - 08/2024

- Handled Sensitive but Unclassified (SBU) materials in strict compliance with State Department protocols
- Digitized and managed large volumes of records: scanned, uploaded, organized, and securely disposed of sensitive documents
- Removed and prepared hard drives containing sensitive data for secure destruction, following chain-of-custody procedures
- Redesigned the Embassy's digital currency display system, updating real-time Euro and Dollar exchange rates for public use
- Designed digital posters for the GSO to promote Embassy events and destinations across Croatia
- Promoted cybersecurity awareness by encouraging best practices for webcam use and ensuring proper privacy measures were in place on sensitive workstations in every non restricted section on multiple floors

Cyber Risk Management Specialist | COVA CCI - Old Dominion University Norfolk, Virginia 08/2025 - 12/2025

- Consulted with a micro business owner to address cybersecurity concerns
- Worked in a team environment to create a 35 page report that addressed all of the clients concerns and more, along with an accompanying visual/audio presentation that we displayed to the client
- Identified areas lacking in cybersecurity and provided recommendations to the client for current

cybersecurity infrastructure along with future cybersecurity infrastructure in accordance with the clients plans for later business expansion

Leadership

Lead Game Designer, Level Designer: *Game Design Club/Spring 2025 Game Jam*

- Led the design and development of a 2D puzzle platformer, completed ahead a two week deadline
- Created and managed a collaborative Github repository to coordinate remote team contributions and version control
- Oversaw level design, gameplay mechanics, and team workflow while developing new programming and game engine literacy skills
- Published finished game on [Itch.io](https://itch.io)

Lead Game Designer, Lead Programmer, Level Designer: *Game Design Club/Spring 2026 Game Jam*

- Led the design and development of a 2D top down puzzle game, completed ahead a two week deadline
- Created and managed a collaborative Github repository to coordinate remote team contributions and version control
- Oversaw level design, gameplay mechanics, and team workflow while developing new programming and game engine literacy skills
- Published finished game on [Itch.io](https://itch.io)
- Won “Fun Factor” category in the game jam