XAVIER-BONHEUR TOKO-PROUST

COMPUTER SCIENCE STUDENT

CONTACT

✉ **Email:**
xaviertoko.pro@gmail.com

📍 **Address:**
Paris, France

🌐 **Website**
azar-security.site

Github:Azarkovich

Linkedin: Xavier TOKO-PROUST

SKILLS

Programming

- Python (Scripting / Socket)
- Bash (Automation)
- C / C ++
- SQL

Security Tools

- Burp Suite
- Nmap / Wireshark
- Metasploit
- Hashcat / John

System & Cloud

- Linux (Kali, Ubuntu)
- Windows Administration
- VirtualBox / Docker basics
- Git (GitHub & GitLab)

LANGUAGES

- French (Native)
- English (Fluent)
- German (Basic)

PROFILE

Final-year Computer Science student passionate about both offensive and defensive cybersecurity. I have built a strong technical foundation through academic projects and self-directed learning on TryHackMe. I am seeking a challenging entry-level opportunity to apply my skills in Security Operations, vulnerability assessment, and secure development.

CERTIFICATION & INDEPENDENT LEARNING

- **TryHackMe:** Penetration Tester Level 1 (In Progress), Pre-Security (Completed), CyberSecurity 101 (Completed).
- **Events:** Advent of Cyber 2025 (Completed).
- **Key Skills:** Network Fundamentals, Web Exploitation, Privilege Escalation

EDUCATION

B.Sc. in Computer Science & Video Game Development (Licence) — 2022 - Present
University Paris 8 - Saint Denis, France
- *Focus: Algorithms, Programming, System Administration, Web Development.*

Baccalauréat in Science (A-Level equivalent) — 2018 - 2021

PROJECTS

Password Manager (v.0 - v.3) | Python, Cryptography — 2022 - 2025
- Developed a secure manager using AES-GCM encryption and zero-knowledge architecture.
- Focused on attack surface reduction and secure data handling.

CyberSecurity Home Lab | Bash, Linux VirtualBox — 2025
- Built a testing environment to analyze vulnerabilities: XSS, SQLi, LFI/RFI, Bruteforce.
- Performed reconnaissance and automated scanning scripts using Bash.

Network & System Projects | Python, C++ — 2023 - 2025
- Chat Server: Built a client-server app with TCP sockets and thread management in Python.
- Ecosystem Sim: Developed a C++ simulation engine with complex entity interaction rules.