

Information System for a Cybersecurity Competition

Sibedge engineers have developed a hack-proof system for organizing and providing information coverage for the international cybersecurity championship.

About client

Our customer is a software integrator for an international cybersecurity championship.

Challenge

A comprehensive presentation of the championship required an information system and automation of certain organisational issues.

Apart from its media functions, it has to:

- Simplify participant registration.
- Ensure a high level of protection against hackers.
- Easy-to-use tools for championship administration.

No other system on the market met these requirements. so the customer chose our service.

Industry

Information technology

Location

Russia

Key points

- Automated registration and printing badges of participants.
- Protected the system from hacking and data theft.
- Developed mobile apps for iOS and Android.

Team

Project manager — 1

Analyst — 1

QA engineer — 2

Front-end developer — 2

Back-end developer — 2

Mobile developer — 2

Duration

6 months

Technologies

Android, Java, iOS, Swift, PHP

Approach

Communication with client was based on the following principles:



Quick Start



Transparency of process



One-Hour Response



Scalability



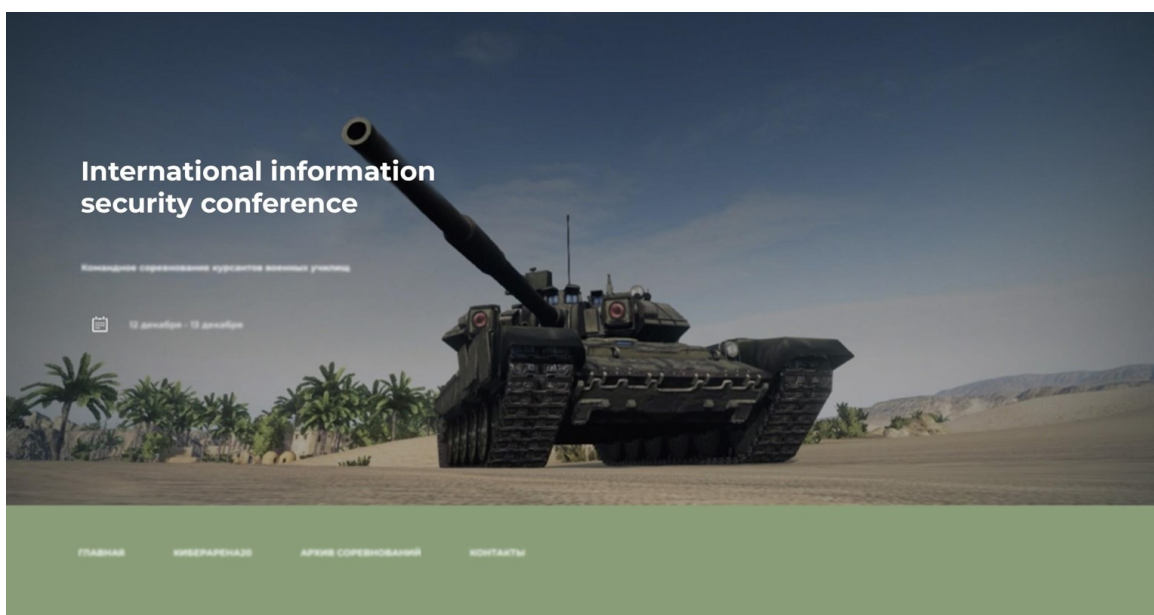
High level of trust

Our analysts studied the product requirements thoroughly, and a decision was made to develop the system on the basis of a centralised internet portal.

Information security was a major challenge for us. When an event is involved in which hundreds of hackers from multiple countries participate, hacking protection is of the highest priority. A special-purpose engine not familiar to the participants was taken as a basis for the portal, thus making the system core harder to hack.

We also developed mobile clients for iOS and Android with features identical to those of the portal, using Swift and Java. Due to the well-designed architecture, additional features will be easy to introduce to the system quickly after it is put into operation.

A team of 10 had been working on the project for half a year.



\ Result

The information system we developed was given the name of Cyberarena. The portal and mobile apps can be used to:

- Provide competition guests with up-to-date information
- Broadcast real time videos
- Publish competition results

The processes of participant registration, printing named QR badges and authentication require minimum intervention from the administration. The security aspects of the portal were designed thoroughly:

- Data are securely encrypted.
- Cheating is impossible.
- The system functions within a private network in order to prevent external cyberattacks.

The customer got a quality product which meets today's security requirements and allows the guests and participants of the championship to feel as comfortable as possible.

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