

REUBEN PAUL: THE EIGHT-YEAR-OLD CEO WANTS TO “CREATE A SAFE AND SECURE CYBER WORLD FOR KIDS (AND THEIR PARENTS)”

REUBEN A. PAUL, who goes by the nickname “RAP-star,” decided to create apps and games to help kids (and their parents) take information security more seriously. In the summer of 2014, with the help of his family, he started his own company, [Prudent Games](#). Did we mention he is only eight years old?

We met with Reuben a day after he gave the keynote speech on “[Creating a Safe and Secure Cyber World for Kids \(by a Kid\)](#)” at the Town Hall Meeting during (ISC)² Security Congress in Atlanta. In his keynote, he introduced [Cracker Proof](#), Prudent Games’ first product, to be published in the Apple iOS AppStore. He had already received a great reception during his debut at the information security conference “DerbyCon” a week earlier.

His dad, Mano Paul, a member of the (ISC)² Application Security Advisory Council and author of the *Official (ISC)² Guide to the CSSLP® CBK®*, says that while his son is gaining a name for himself in the information security space, he remains focused on faith, family, friends, and having fun. He was recently [painted](#) by Eddie Mize, an artist who paints the portraits of influential information security leaders—an honor that few security professionals enjoy.

In addition to his academic honors as a straight “A” student, Reuben is accomplished in gymnastics, music, art, and in 2013, he was honored to become the youngest person to have earned the Shaolin-Do Kung Fu Black Belt in America.

Tell us a little bit about your company and its products.

We try to make entertaining games so our customers learn while they play. Some of the games I’ve written are Cracker Proof, which is a fun way to learn about strong passwords. With Crack Me If You Can, you can learn about brute force attacks. And with Shuriken Math, shooting ninjas teaches you math. Crack Me If You



Reuben A. Paul, a.k.a. RAPstar

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AMERICAS ISLA RECIPIENTS HONORED FOR ELEVATING THE INFORMATION SECURITY WORKFORCE



(ISC)² honored several members during Security Congress for their leadership achievements in initiatives, programs, or projects to enhance the information security workforces in Central, North, and South America.

“We were particularly encouraged to see more women leaders nominated this year. Each of these recipients is doing meaningful work that will help to shape the future information security workforce, and I’m proud to recognize each of them for their accomplishments,” said W. Hord Tipton, CISSP, executive director of (ISC)².

The 2014 Americas Information Security Leadership Awards (ISLA™) judges, all senior-level information security professionals from (ISC)²’s North American and Latin American advisory boards, carefully reviewed the nominations in four distinct categories and one additional special recognition award for community service.

The 2014 Ameri-

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Can and Shuriken Math will be released before the end of this year into the AppStore.

How did you develop the concepts for these games?

In my school (Harmony School of Science, Austin), we have a gifted and talented (GT) program, and my GT instructor, Mr. McCombs, gave us an assignment last year when I was in second grade. We had to make a game or a board game, but the tricky part was that we had to make it educational at the same time.

Most of my friends built some board games, but I like video games, so I asked my dad if he could help me make an iPhone game. We learned to program together and wrote Shuriken Math, which is a game where Ninjas teach you math.

Then Hord Tipton, the executive director of (ISC)², heard about me and the game I made with my dad, and he encouraged me to make some educational apps or games that can teach kids about information security. So that's how we came up with Cracker Proof and Crack Me If You Can.

Did you have a lot of technical assistance on this?

My dad helped me a lot. He would explain what the code is supposed to do and then help me figure out what the errors meant.

Why did you focus on kids and passwords for your first game?

Because some basic security controls start with passwords, and kids need to learn about brute force attacks and how to build strong passwords so that when they grow up, they will know how to be safe in a "cyber-unsafe" world.

What is your favorite TV show?

I don't really have a favorite show, but I like the Cartoon Network.

Who do you admire that you would love to spend the day talking to?

My inspiration is my dad and my mom because they give me a lot of attention and help when I need it. I love my little brother Ittai, too.

What would you like to do when you grow up?

I'd like to be a cyber spy—a computer spy that spies into other computers—with permission, of course. I want to be a good cyber spy.

Do you think you'll get an "A" in your classes?

[giggles] Yeah. ●

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cas ISLA recipients are:

Information Security Practitioner Category

- **Nanditha Rao**, CISSP, global information security officer, CSC
PROJECT: Global Citizen Services

Senior Information Security Professional Category

- **Lisa Foremann-Jiggetts**, CISSP, president and CEO, Women's Cyberjutsu
PROJECT: Cyberjutsu Girls Academy
- **Mario Chiock**, CISSP, cyber security executive, Next Generations, Schlumberger
PROJECT: Data-Centric Security

Up-and-Coming Information Security Professional Category

- **Candice Moschell**, CISSP, manager, Crowe Horwath, LLP
PROJECT: HIPAA Security Risk Assessment

Community Service Star Award

- **Lisa Foremann-Jiggetts**,
PROJECT: Cyberjutsu Girls Academy

For more information on the Americas ISLA program, please visit www.isc2.org/aisla. ●

**WE NEED
YOUR
INPUT**

The **2015 Global Information Security Workforce Study** is now underway. The survey covers pay, skills, training requirements, hiring practices, career movement, corporate attitudes toward security, and more. Your input does matter, so plan to participate by the early December deadline.