Computer Science Third Year Undergrad Indian Institute of Technology Bombay
Expected Graduation: May 2019

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Internships and Research Projects

• Improving Fuzzing of Javascript Engines

(May '17 - July '17)

CPI 9.73/10

Guide: Prof. Giovanni Vigna and Prof. Christopher Kruegel University of California, Santa Barbara

- Used instrumentation-guided genetic algorithms in fuzzers to trigger unexpected behaviour in JS Engines
 Made modifications to American Fuzzy Lop which resulted in faster block coverage
- Found a bug in Apple Safari's javascript interpreter JavaScriptCore
- Generated environments for automated running of experiments using kubernetes and docker
- Isolated Network Infrastructure for Security Experiments

(Dec '16 – May '17)

IIT Bombay

- Guide: Prof. R.K. Shyamasundar
- Used vagrant combined with VirtualBox to ease the process automatic generation of VMs
- Implemented mini-projects using the infrastructure, to demonstrate dictionary attacks, stack smashing and Man-in-the-Middle attacks

Set up a network of VMs mimicking an infrastructure with a DNS, Mail, Proxy, Web and Time server

Open Source Contributions

- OWASP ZeroDay Cyber Research Shellcoder | Open Web Application Security Project
- Implemented a new OSX x86 shellcode module using assembly programming for penetration testing on OSX. This module was successfully demoed at DEFCON 2016
- Made various enhancements to the python code to improve the user experience
- **SymEngine** | *Fastest symbolic manipulation library written in C++*
- Implemented a new Infinity class to handle calculations which could lead to infinitely large values
- Added new functions for manipulations of symbolic polynomials and trigonometric functions

Key Development Projects

- Indexing Schemes for Data Recording Systems | Guide: Prof. S. Sudarshan (Aug '17 Nov'17)
- Hacked **postgres internals** for implementing a new index to support large continuous stream of incoming data and store it in a manner suitable for future access
- Implemented stratergies for incremental organization of B+ trees in memory and on disk to support both insertion and queries with reasonable efficiency, and without the delays of periodic batch processing
- Implemented the **stepped-merge algorithm paper** for merging B+ trees on disk to structure data for faster queries
- SpamSlam Spam prevention using Blockchain | Hack InOut 4.0 Winner (Oct '17 Oct '17)
- Used Gnosis' Ethereum-based APIs to create mini prediction markets with two participants (email sender and receiver) and outcomes
- Used Machine Learning techniques to create an approximate oracle for the prediction market
- Smashing the Stack | Guide: Prof. R.K. Shyamasundar

(Apr'17 - Mav'17)

- Demonstrated techniques like ret2libc attack and NOP spray for exploiting buffer overflows, bypassing
 Data Execution Prevention (DEP) and Address Space Layout Randomization (ASLR) mitigations
- Demonstrated format string exploits to get arbitrary memory reads and writes

- Run Treasure Hunt | Yahoo! Japan HackU Winner IIT Bombay (Mar '17 Apr '17)
- Built a multiplayer treasure hunt Android game supported by a Django server. Players look for and click a picture of an object around them as shown in the clue received on their phones to get the next clue
- Used histogram equalization and scale invariant feature transform (SIFT) for crude image matching
- Real-time Chat Application | Guide: Prof. Varsha Apte

(Apr '17 – May '17)

- o Built a multithreaded chat server using Linux socket programming in C, with LDAP login support
- Implemented secure salted password hashing with Argon2i algorithm for storing passwords in database
- Built an Android and command line client application with features like friend requests, blocking, last seen and group chat
- Lendlt Book lending website | Hack InOut 3.0 Finalist NIT Surat (Aug '16 Aug'16)
- Implemented a backend using Django for the Lendit website, which allows user interaction, sending notifications, searching and lending books, maintaining a user profile among other features
- o Got selected among the top 5 (out of 50) development projects and went through to the final round

Interests

Reverse Engineering, Software & System Security, Machine Learning, Networking, Software Development

Technical Achievements

- 1st position in InOut Hackathon Blockchain Track 2017, Bangalore
- 1st position in Ubisoft GameJam 2017, Pune
- 6th position among 1028 teams worldwide in Seccon CTF 2017
- Runner Up in Yahoo! Japan HackU 2017, IIT Bombay
- 2nd Runner Up in Microsoft code.fun.do Hackathon 2016, IIT Bombay
- 2nd Runner Up in Kandy Sugar Hackathon 2016, IIT Bombay
- Audited and found vulnerabilities in IIT Bombay TA portal, WnCC internship portal

Public Speaking and Blogging

- Gave talks on Introduction to cybersecurity, Social Engineering and Introduction to CTFs at IIT Bombay
- Took sessions on Sandbox breakout and Format-string attacks at UC Santa Barbara
- Write blog posts about computer security, programming and write-ups for CTF challenges
- Make youtube videos explaining and demoing various binary exploitation techniques

Academic Achievements

- Department Rank 2 in the Computer Science batch
- Secured All India Rank 24 in JEE Advanced out of 150,000 students
- Received IIT Bombay's Institute Academic Prize 2015-16
- Awarded the Kishore Vaigyanik Protsahan Yojana (KVPY) Fellowship by Govt. of India

Positions of Responsibility

• Founder & Manager | CSE Cybersecurity Club - IIT Bombay

(Nov '16 – Present)

• Web Convener | Student Technical Activities Body (STAB) - IIT Bombay

(May '16 – May '17)

• Volunteer | Web and Coding Club - IIT Bombay

(May '16 – May '17)

Programming Skills

C/C++, Python, Bash, x86 assembly, MIPS assembly, SQL, Java, Javascript, Django framework, HTML, CSS, jQuery, SQLite, Docker, kubernetes, Vagrant, OpenGL, LaTeX, Arduino, Make, MATLAB, Git