Yuyang(Peter) RONG

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EDUCATION

UC Davis Sep 2019 - Jun 2024

Ph.D. candidate in Computer Science

Davis, CA

- · Research interest: software security, software engineering, staic analysis, compiler, operating systems.
- · Languages: Rust (9/10), C/C++ (8/10), Python (7/10) Framworks: LLVM, Docker, Angora, AFL++

ShanghaiTech University

Sep 2015 - Jun 2019

B.E. Computer Science and Technology

Scholarship of Academic Excellence

Shanghai, China

· GPA 3.80/4 (Ranking: 5/124)

Excellent Undergraduate of Shanghai (Jun 2019)

Shanghai
Tech President Scholarship (Oct 2016)

Shanghai Government Scholarship (G

(Oct 2016)

EXPERIENCE

Research Intern

Bytedance Jun 2020 - Sep 2020

Mountain View, CA

· Focused on optimizing fuzzer Angora's gradient solver and alleviate branch collision problem.

(Nov 2017)

- · Implemented an LLVM pass in 2000 lines of C++ and a new gradient solver in 3000 lines of Rust.
- · Improved branch coverage by 41% compared by Angora, 94% compare to AFL++.
- · Valkyrie: Improving Fuzzing Performance Through Principled Techniques submitted to ECSE/FSE 2022.

RITOS Jan 2020 - Mar 2020

ECS240 Operating system course project

UC Davis

- · Designed Rust IoT Operating System (RITOS) on raspberry pi 3.
- · Implemented booting code and barebone binary in 1500 lines of Rust.
- · Open-sourced RITOS, also contributed to 100-star Cortex-A to Rust binding project.

Bytedance Sep 2018 - Aug 2019

Research Intern

Beijing, China

- · Assigned to find integer errors using Angora in Bytedance's codebase.
- Designed a sanitizer and implemented it as an LLVM pass with runtime library using around 1500 lines C++ and 2000 lines of Rust, maintainer of Angora ever since.
- · Identified 8 crashing errors that could cause deinal of service attack, <u>CVE-2020-18869</u> and <u>CVE-2020-18871</u> assigned; found 166 non-crashing errors that could cause program misbehave, reported to developers.
- · IntEquity: finding integer errors by targeted fuzzing published on SecureComm 2020.

Athernet Jan 2018 - Jun 2018

CS120 Computer networks course project

Shanghai Tech University

- · Designed computer networks from scratch, using sound as physical layer.
- · Implemented Layer 1/2 in 3500 lines of JAVA and Layer 3/4 in 1500 lines of C++, open-sourced.
- · Demonstrated prototype by downloading a 10kB file from an FPT server with only athernet access, achieving 16.4 kbps bit rate (Upper bound 22 kbps).

COOL Compiler Jan 2018 - Jun 2018

CS131 Compiler course project

ShanghaiTech University

- · Designed a new language COOL as part of the Compiler course project.
- · Implemented end-to-end compiler including lexer, parser, semantic analysis, type analysis, and code generation.
- · Implemented in using Flex, Bison, C++, open-sourced to Github.
- · Final product is able to compile valid COOL program or generate corresponding error message.

ShanghaiTech University

Nov 2017 - Jan 2018

 $Lab\ Intern$

Shanghai, China

- Designed subproblem algorithm by combining line search and trust region.
- · Implemented the algorithm using Python and did extensive experiments.
- · Solved 113/126 problems, achieving a success rate of 89.7%.
- · An inexact first-order method for constrained nonlinear optimization published on Optimization Methods and Software.

ABB Group Oct 2017 - Jun 2018

Research Intern Shanghai, China

- · The goal was to combine ABB's desktop robot <u>Yumi</u> and <u>Huskey UGV</u>.
- · Attached Yumi to an 4-wheel robot to make it autonomous and designed **navigation**, **mapping**, and **control** algorithms in around 5000 lines of C++.
- · <u>Demonstrated</u> our prototype to the leader in ABB.

Screen++ Jun 2017 - Jun 2017

Team leader Shanghai, China

- · Proposed an application to connect all the screens in different platforms.
- · Responsible for the software development & marketing model, constructed the prototype using Python & Apache.
- · Won the **3rd prize** in iLab Hackathon.

SafeBox Jun 2017 - Jul 2017

CS230 Operating system course project

ShanghaiTech University

- · Designed an abstraction layer to run untrusted software by intercepting unsafe system calls.
- · Implemented the prototype in 1200 lines of Rust, open-sourced.
- · Successfully prevented untrusted submission from accessing Internet in online judge <u>Gradebot</u>.