

# Valentin Manès

Software Engineer

I am a Software Engineer with experience in all levels of projects, including design and architecture, development and test, and the setup of reliable production. Skilled at writing well designed low-level system programs using best practices in Go, C, C++. Fast learner, hard worker, and team player with flexibility using various tools. Dedicated to streamlining processes and efficiently resolving project issues in hand using the most adapted technology.

## Contact

valentinmanes@outlook.fr

## Website

jiliac.com

## Links

@Jilyac

Jiliac

valentinmanes

## Programming

Go, C/C++

Java, Python, Julia

## Languages

French: Mother Tongue

English: Near Native

Spanish: Intermediate

Korean: Basic

## Interests

Card Games

Languages

Books

Travel

## Experience

2020

### PacketAI

Paris, France

PacketAI aims to develop an IT infrastructure monitoring platform, similar to Datadog and Dynatrace, but equipped with Machine Learning to predict incidents in advance and locate their root cause.

I started when PacketAI had just received its seed funding, with only two other developers. I was able to quickly get a grasp on their stack, and within days of my arrival, I started adding new features to the agent, a software running on the client hosts collecting events and metrics. I designed and developed from scratch all PacketAI microservices, all in **Go**, plus a **Logstash** node.

- PacketAI product is based on the **ELK** stack: The **Beats** to produce data and **Logstash** to transform and forward it to ElasticSearch.
- Data is streamed using **Kafka** pipes.
- Communication between microservices using **REST APIs**.
- Many tools or test environments are deployed with **docker-compose**. I was involved in the development of the **CI/CD** pipelines of our Go projects on GitLab.
- **Scrum** method used based on Trello and GitLab.
- **Mentored** the integration of an intern to the team.

2016-19

### Cyber Security Research Center - KAIST

Daejeon, South Korea

CSRC is a publicly-funded research center within KAIST university. I was free to define the problems I worked on, and figure potential solutions, then develop and design their implementation, and finally test and evaluate these prototypes. This experience allowed me to demonstrate my abstraction ability: find solutions based on principles.

I also made full use of my engineering mind: I completed three large projects. First, a modification of the code of Linux Kernel memory allocation for Drivers (in **C**). Second, an improvement of the dynamic testing tool of LLVM, a compiler infrastructure project written in **C++**. This project was merged into the mainline by a team at *Google*. And lastly, Ankou, my largest project, is a fuzzer I developed from scratch in **Go**. Ankou found more than a thousand unique crashes in open source projects.

- At CSRC collaboration was done using **Slack** and **Gitlab**. Most notably our survey involved seven members. All contributions made via merge requests.
- Experiments setup in **Docker** containers to be reproducible and scalable to multiple servers. Command-line tools are invaluable: **htop**, **grep**, **find**, etc...
- Ankou (described below), I started as an investigation on the usage of machine learning techniques to improve fuzzers bug finding ability. For this, standard python libraries were used: **Keras**, **TensorFlow**, **Numpy**, **Pandas**. The two parts of the project, in Go and Python, were communicating via **RabbitMQ**.

## Education

- 2015-16 **KAIST - Exchange** Daejeon, South Korea  
KAIST is considered the "MIT of Korea". It was a very different studying environment than I was used to: more centered around research. In particular, I focused on kernel hardening techniques and software security.
- 2013-16 **Telecom ParisTech - Master's degree** Paris, France  
Telecom ParisTech is one of France's top three graduate science schools (*grandes écoles*), and is considered the leading French school in Information and Communication Technology. I specialized in Information Security.
- 2011-13 **Lakanal - Preparatory School** Sceaux, France
- 2006-11 **Lycée Franco-Méxicain** Mexico City, Mexico

## Publications

- 2020 **Boosting Fuzzer Efficiency: An Information Theoretic Perspective**  
*Foundations of Software Engineering* (Second Author)  
Code: [github.com/llvm/llvm-project/commit/e2e38fca](https://github.com/llvm/llvm-project/commit/e2e38fca)  
Entropic is an information-theoretic power schedule implemented based on LibFuzzer. It boosts performance by changing weights assigned to the seeds in the corpus. Seeds revealing more "information" are assigned a higher weight. Entropic has been independently evaluated by a team at Google and invited for integration into mainline LibFuzzer @ LLVM (C++ code base), whereupon Entropic was subject to a substantial code reviewing process.
- 2020 **Ankou: Guiding Grey-box Fuzzing towards Combinatorial Difference**  
*International Conference on Software Engineering*  
Code: [github.com/SoftSec-KAIST/ankou](https://github.com/SoftSec-KAIST/ankou)  
Grey-box fuzzing search process is not expressive enough because it does not take *combinations* of software features into account. We propose a way to account for combinations. However, it is too computationally expensive, thus we reduce the dimensionality of the problem via a modified version of the Principal Component Analysis. This was a large engineering project: 15K lines of Go.
- 2019 **The Art, Science, and Engineering of Fuzzing: A Survey**  
*IEEE Transaction on Software Engineering*  
Companion website: [fuzzing-survey.org](https://fuzzing-survey.org)  
This survey presents a unified, general-purpose model. By identifying the key algorithmic stages of fuzzers, we could effectively summarize the literature.
- 2018 **Domain Isolated Kernel**  
*Elsevier Computer & Security*  
Code: [github.com/Jiliac/DIKernel](https://github.com/Jiliac/DIKernel)  
Kernel extensions (i.e. drivers) are the weakest kernel part security-wise. DIKernel isolates extensions by lowering their memory access permission and their execution privilege. We keep our solution convenient for both the end-users, by ensuring a low-performance cost, and developers, by not requiring any change in the code of extensions. DIKernel was implemented on top of Linux 4.13 kernel with 1.5K lines of C.