1	SUPERIOR COURT OF THE STATE OF CALIFORNIA	1
2	FOR THE COUNTY OF SAN FRANCISCO	2
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4	BO SHANG,	4
5	Plaintiff,	5
6		6
7	v.	7
8		8
9	TWITCH INTERACTIVE,	9
10	SAMANTHA BRIASCO-STEWART,	10
11	Defendant.	1
12	Case No.:	12
13	COMPLAINT FOR FRAUD	13
14		14
15		1.
16	Plaintiff, BO SHANG ("Plaintiff"), an American individual residing in the State of Massachusetts, by and through his	10
17	undersigned counsel or in pro per, hereby alleges the following against Defendant, SAMANTHA	17
18	BRIASCO-STEWART ("Defendant"), and states as follows:	18
19		19
20	Plaintiff emphasizes that he believed in, and was harmed by, Twitch's alleged fabrications about user data protection	20
21	and the legitimacy of streaming as a profession, which were perpetrated in conjunction with LinkedIn's platform and	2
22	exploited alongside Microsoft Windows' known vulnerabilities in SMBv2 and Address Space Layout Randomization	22
23	(ASLR). Plaintiff alleges these acts contributed to a broader mask of lies and Ponzi-scheme deception, designed to	23
24	present gaming streams as a viable livelihood while in reality exerting a destructive, negative-sum extractive influence	24
25	on American and allied nations' brain development.	25
26	I. PARTIES	20
27	1. Plaintiff BO SHANG is, and at all relevant times was, an American individual residing in the State of	27
28	Massachusetts. He was exposed to various statements and claims appearing on LinkedIn and connected with Twitch's	28
29	operations, which led him to believe that streaming on Twitch was a legitimate, sustainable profession and that Twitch	29
30	properly protected user credentials.	30
31	2. Defendant SAMANTHA BRIASCO-STEWART is an individual believed to reside in San Francisco, California.	3
32	Upon information and belief, she worked at Twitch, also based in San Francisco, for seven (7) years, constituting her	32
33	entire career.	33
34	3. LinkedIn Corporation is headquartered in Sunnyvale, California (the broader San Francisco Bay Area). The alleged	34

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35	fraudulent statements were published on or referenced LinkedIn, including references to Twitch's official LinkedIn	35
36	presence.	36
37	II. JURISDICTION AND VENUE	37
38	4. This Court has subject matter jurisdiction over the causes of action alleged herein pursuant to the California	38
39	Constitution and the general jurisdiction of the California Superior Courts. The amount in controversy, exclusive of	39
40	interest and costs, is within the jurisdictional limits of this Court.	40
41	5. Venue is proper in the County of San Francisco under California Code of Civil Procedure §§ 395(a) and 395.5, in	41
42	that Defendant resides in San Francisco, and the acts alleged (including LinkedIn publications and references to	42
43	Twitch's operations) were directed to, or occurred within, San Francisco County.	43
44	III. FACTUAL ALLEGATIONS	44
45	6. Plaintiff specifically points to Twitch's purported public assurances that it would protect user credentials, especially	45
46	in light of widely publicized technology concerns regarding Microsoft Windows SMBv2 and Address Space Layout	46
47	Randomization (ASLR). Plaintiff contends that these vulnerabilities, left insufficiently addressed, enabled or	47
48	exacerbated the data protection failures of which Twitch and its representatives, including Defendant, were aware.	48
49	7. Twitch, where Defendant worked her entire career, is alleged by Plaintiff to be "nothing more than a Ponzi scheme	49
50	on the brain," given that every aspect of its operations is purportedly fraudulent. By way of example, Plaintiff points	50
51	to a publicly touted \$100 million contract supposedly entered into between another streamer (xQc) and the Kick	51
52	platform, despite serious questions regarding its legitimacy.	52
53	8. Plaintiff further alleges that popular Twitch streamer Pokimane questioned the legitimacy of xQc's purported Kick	53
54	contract. Plaintiff finds it ironic given Pokimane herself allegedly sold her "undying love and appreciation" as a	54
55	subscription product, in conjunction with Twitch's Terms of Sales, thereby committing fraud in exchange for	55
56	monetary gain.	56
57	9. Plaintiff also contends that xQc was only able to assert such a lucrative contract figure after streaming himself	57
58	laundering approximately \$685 million in cryptocurrency on illicit gambling websites while broadcasting on Twitch.	58
59	These actions, if true, would constitute violations of federal statutes prohibiting the transmission of wagering	59
60	information (18 U.S.C. § 1084), operation of illegal gambling businesses (18 U.S.C. § 1955), and money laundering	60
61	(18 U.S.C. §§ 1956, 1957). Plaintiff further cites analogous California laws, including Penal Code §§ 330, 331, and	61
62	case law such as Kelly v. First Astri Corp., 72 Cal.App.4th 462, 85 Cal.Rptr.2d 303 (1999).	62
63	10. In addition to these allegations, Plaintiff asserts that Defendant made false and misleading statements on or	63
64	referencing her LinkedIn profile, specifically claiming that she developed a "credential checker" at Twitch that alerts	64
65	users if their plaintext credentials were leaked, directly contradicting Twitch's publicly stated security policies	65
66	purportedly relying on OAuth protocols and its disclaimers about not storing credentials in plaintext.	66
67	11. Furthermore, Plaintiff accuses Twitch of repeatedly misrepresenting streaming as a legitimate profession. Plaintiff	67
68	contends that it is actually a negative-sum extractive industry, damaging the mental welfare of Americans and allied	68

69	nations by surrounding users with an entire mask of misrepresentations—allegedly a multi-layer Ponzi-scheme	69
70	deception. Plaintiff states that these overarching lies, combined with LinkedIn's amplification of them and Microsoft	70
71	Windows' security gaps in SMBv2 and ASLR, all contributed to Plaintiff's reliance and resulting harm.	71
72	12. Plaintiff avers that these misrepresentations served to bolster Defendant's and Twitch's professional profile at	72
73	Plaintiff's expense, thereby constituting actionable fraud under California law. Plaintiff specifically emphasizes that	73
74	he was misled into believing that streaming was both secure and viable, leading him to invest time, resources, and	74
75	emotional energy predicated on Twitch's deceptive assertions.	75
76	IV. CAUSE OF ACTION - FRAUD	76
77	California Civil Code and Case Authority:	77
78	Under Cal. Civ. Code § 1572 (defining Actual Fraud) and §§ 1709-1710 (defining Deceit), a cause of action for fraud	78
79	in California consists of: (1) a misrepresentation of material fact; (2) knowledge of its falsity; (3) intent to	79
80	defraud/induce reliance; (4) justifiable reliance; and (5) resulting damage. See Lazar v. Superior Court, 12 Cal.4th	80
81	631, 638, 49 Cal.Rptr.2d 377, 909 P.2d 981 (1996), and Engalla v. Permanente Medical Group, Inc., 15 Cal.4th 951,	81
82	974, 64 Cal.Rptr.2d 843, 938 P.2d 903 (1997).	82
83	13. Plaintiff re-alleges and incorporates by reference the allegations in paragraphs 1 through 12, inclusive, as though	83
84	fully set forth herein.	84
85	14. Defendant, through her LinkedIn postings and references, represented that she built or worked on a tool at Twitch	85
86	that monitors potential plaintext credential leaks, implying that Twitch retains or processes credentials in plaintext	86
87	contrary to Twitch's official statements.	87
88	15. Defendant knew or should have known that such statements were false or misleading. Twitch's public	88
89	documentation references OAuth flows and denies storing credentials in plaintext, thus negating the purported	89
90	justification for a "plaintext credential checker."	90
91	16. Defendant intended that such statements enhance her professional credibility, standing, and reputation on	91
92	LinkedIn, to the detriment or confusion of Plaintiff and the general public.	92
93	17. Plaintiff justifiably relied on these representations, believing them to be true, and thereby expended time and	93
94	resources to investigate Twitch's actual security practices. Plaintiff further suffered emotional distress over the	94
95	potential exposure of his credentials, given Microsoft Windows SMBv2 and ASLR vulnerabilities that might have	95
96	been exploited.	96
97	18. As a proximate result of Defendant's misrepresentations, Plaintiff has suffered damages including, but not limited	97
98	to, time lost, investigative costs, and emotional harm. The precise amount of these damages will be proven at trial.	98
99	V. PRAYER FOR RELIEF	99
100	WHEREFORE, Plaintiff respectfully requests that this Court enter judgment in favor of Plaintiff and against	100
101	Defendant as follows:	101
102	A. For compensatory damages according to proof at trial;	102

103	B. For special and consequential damages in an amount to be determined at trial;	103
104	C. For punitive or exemplary damages as permitted by law, including but not limited to Cal. Civ. Code § 3294;	104
105	D. For costs of suit and reasonable attorneys' fees, as permitted by law;	105
106	E. For pre-judgment and post-judgment interest as permitted by law; and	106
107	F. For such other and further relief as the Court deems just and proper.	107
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109	DEMAND FOR JURY TRIAL: Plaintiff hereby demands a trial by jury on all causes of action so triable at law.	109
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