# Yingtong Liu

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# **EDUCATION**

# University of California, Irvine (UCI)

CA, USA

Ph.D. of Science in Computer Science (GPA: 3.76)

Aug. 2016 - Aug. 2022

Huazhong University of Science and Technology (HUST)

Wuhan, China

Bachelor of Computer Science and Engineering (GPA: 3.9, Rank: 2/49)

Aug. 2011 - July 2015

#### SUMMARY

• I have 7+ years of experience in software development, program analysis, operating systems, and system security. I earned my Ph.D. in Computer Science from UC Irvine, with my research published in top-tier conferences such as ACM EuroSys, ACM MobiCom, and ACM ASPLOS. After graduating, I worked as a Senior Software Engineer at CertiK, a leading company in Web3 security. I am passionate about designing and building high-performance, secure systems and infrastructures.

### Professional skills

- Languages: C/C++, Python, Java, Solidity, SQL
- Tools: Git, AWS, QEMU, S2E, Agile
- Security: Blockchain Security, Fuzzing, Symbolic Execution, Static Analysis
- Others: Linux Kernel, Operating Systems, LLVM

#### EXPERIENCE

Career break Diamond Bar, CA

Full-time mom, part-time engineer

June 2023 - Oct. 2024

- Provided 10+ security analysis reports for the AI models of small businesses
- Pregnancy and parenting

Certik New York, NY

Sr. Software Engineer, evolution team

Sep. 2022 - May 2023

- Developed company's internal fuzzing tools for smart contracts to improve bug detection efficiency.
- Audited customers' smart contracts and provided PoCs for vulnerabilities

Microsoft Research Redmond, WA

Research Intern, New Security Ventures Team

June 2020 - Sep. 2020

- Developed performance benchmarks for Microsoft's OneFuzz platform to improve resource allocation
- Proposed the smart synchronization strategy of different fuzzers in OneFuzz

# University of California, Irvine

Irvine, CA

Research Assistant, Trustworthy Systems Lab, Advisor: Ardalan Amiri Sani

Sep. 2016 - Aug. 2022

- Led Macaron project. Led Mousse project, published on EuroSys conference
- Member of Sifter project and Sugar project, published on MobiCom conference and ASPLOS conference

Ericsson Shanghai, China

Software Engineering Intern, MME Team

June 2017 - Sep. 2017

• Enhanced stability and performance of Ericsson's MME product by resolving many critical issues and optimizing internal processes.

### Huazhong University of Science and Technology

Wuhan, China

Research Assistant, Media and Communication Lab, Advisor: Chen Tian

Aug. 2014 - Aug. 2015

 Proposed and implemented stacked congestion control method for datacenter bandwidth allocation. Work published on INFOCOM conference • Macaron (Nov. 2020 – Oct. 2022)

Syzkaller is the most popular continuous kernel fuzzing platform developed by Google. Macaron focuses on building a framework to automatically and reliably reproduce non-deterministic race condition bugs found by syzkaller.

Skills: C/C++, Linux kernel, QEMU, Fuzzing, Symbolic execution, Multi-threading

• Sifter (April 2020 – Dec. 2021)

Sifter generates fine-grained, highly selective seccomp/eBPF filters to reduce the attack surface of security-critical Linux kernel modules and make their vulnerabilities unreachable for untrusted programs. It is capable of mitigating about half of 41 recent CVEs without a priori knowledge of these vulnerabilities.

Skills: Go, Seccomp, ebpf, Linux kernel, Device driver

• Mousse (June 2018 – Dec. 2020)

Mousse solves the challenge of analyzing programs that interact with complex external environments using Selective Symbolic Execution (SSE). Mousse includes a novel OS-level SSE design, environment aware concurrent execution, and distributed execution of program paths. It outperforms alternative solutions in terms of coverage and performance over 50%.

Skills: C/C++, Selective symbolic execution/S2E, Mobile OS services, QEMU, LLVM

• Sugar (Sep. 2016 - Sep. 2017)

Sugar leverages modern GPU virtualization solution to provide untrusted web applications with a dedicated virtual graphics plane from the browser to the kernel. Each web application is fully isolated from the rest of the system.

Skills: C/C++, GPU virtualization, WebGL, Chromium

• Multi-Tenant Multi-Objective Bandwidth Allocation in Data centers (Sep. 2015 - Dec. 2016)

Bandwidth allocation in data centers should support not only performance isolation among divisions but also objective-oriented scheduling among flows within the same division. This work solved the Multi-Tenant Multi-Objective (MT-MO) bandwidth allocation problem.

Skills: Python, TCP/IP, Data center networks, NS2 simulation

#### Publications

- Hsin-Wei Hung, Yingtong Liu, Ardalan Amiri Sani. Sifter: Protecting Security-Critical Kernel Modules in Android through Attack Surface Reduction. In Proc. ACM Int. Conf. Mobile Computing and Networking (MobiCom), October 2022.
- Yingtong Liu, Hsin-Wei Hung, Ardalan Amiri Sani. Mousse: A System for Selective Symbolic Execution of Programs with Untamed Environments. In Proc. ACM European Conference on Computer Systems (EuroSys), April 2020.
- Zhihao Yao, Zongheng Ma, Yingtong Liu, Ardalan Amiri Sani, Aparna Chandramowlishwaran. Sugar: Secure GPU Acceleration in Web Browsers. In Proc. ACM Int. Conf. Architectural Support for Programming Languages and Operating Systems (ASPLOS), March 2018.
- Chen Tian, Ali Munir, Alex X. Liu, Yingtong Liu, Yanzhao Li, Jiajun Sun, Fan Zhang, and Gong Zhang.
  Multi-Tenant Multi-Objective Bandwidth Allocation in Datacenters Using Stacked Congestion Control. In Proceedings of IEEE INFOCOM, 2017.

# Honors and Awards

- External reviewer. MobiSys'21
- Student Travel Grant. ASPLOS'18
- $\bullet\,$  Deans Award Stewardship. UCI. 2016
- $\bullet\,$  PhD fellowship. UCI. 2016
- $\bullet$  Outstanding Undergraduate Thesis Award (11/440). Hubei Province. 2015
- National Grant. HUST. 2014
- $\bullet$  Academic Excellence Scholarship. HUST. 2012 & 2013 & 2014
- Scholarship for Excellent Freshman. HUST. 2011