Aaron **Lichtman**

Software Engineering · Cybersecurity

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Experience

Security Engineer *Seattle, WA*

Product Security (Native Assurance) — Meta *June 2022 - Present*

- Created threat models and documented attack surfaces in order to effectively prioritize security review efforts.
- Conducted security reviews of high-risk surfaces. Implemented mitigations that eliminated vulnerabilities.
- Triaged whitehat reports, awarded bug bounty payouts, and created proof of concept exploits.
- Built systems to detect and prevent security issues before they are deployed.

Rotational Security Engineer *Remote*

Red Team X, Incident Detection & Response (IDR), Product Security — Meta *April 2022 - June 2022*

- Expanded EDR capabilities, improved case investigation tooling, and triaged the incident queue.
- Expanded coverage of automated vuln detection tools.
- Coordinated incident response at company-wide scale (including `log4j`).
- Created signatures to identify and block malware.

Software Engineer *Remote*

Portal Kernel Security — Facebook *Sept 2020 - April 2022*

- Led hardening efforts for `PortalOS` by using sanitizers, fuzzers, and modern security mitigations.
- Built fuzzing harnesses using `AFL`. Used `UBSAN / ASAN / MSAN / TSAN` to find hundreds of bugs, including a set of memory corruption vulnerabilities in `PJSIP: CVE-2022-39244 (9.8 CVSS)`.
- Added Portal support to manufacturing platform. Built HSM integration, logging for security auditing, auto-escalation policies.
- Created factory resource monitoring systems to eliminate resource-related manufacturing issues, saving millions of dollars.

Software Engineering Intern *Menlo Park, CA*

Authentication e2e Team — Facebook *Summer 2019*

- Worked on a team securing authentication across the entire Facebook universe of apps, including Whatsapp and Instagram.
- Designed, implemented and deployed a solution to prevent internal attackers from obtaining access to user accounts and data.
- Improved monitoring and auditing capabilities in C++ for more than 1 billion daily authentication attempts.

Open Source Software

Malware Techniques *2019*

A library of Linux and macOS malware techniques

- Researched Linux and macOS malware, and implemented anti-VM, anti-debugging, anti-analysis and persistence measures.
- Designed a Linux kernel (4.6 – 4.18) rootkit that hooks syscalls and is undetected by standard rootkit checkers.
- Developed educational malware in a variety of languages, including: C, x86, Bash, Python, and Objective-C.

Deadbolt *2019*

Dead Simple File Encryption

- Built a cross-platform desktop Electron app with a sleek UI to simplify encryption and decryption of files.
- Designed an intuitive user experience for secure encryption with `AES-256`, easily accessible to non-technical users.

Stronghold *2018*

macOS Hardening Tool

- Developed software that guides users through step-by-step secure configuration for macOS.
- Secured more than `70k` macOS workstations, earned over `1k` stars on GitHub.

Education

University of Illinois at Urbana-Champaign *Champaign, IL*

B.S. in Computer Science and Linguistics *May 2020*

- **GPA**: `3.54/4.00` • **Dean's List**: `2017, 2018, 2019, 2020`
- Discrete/Data Structures, Algorithms, Computer Architecture, Systems Programming, Computer Security, Digital Forensics

Skills

Certs OSCP

Languages Python, C / C++, Rust, Node.js, bash / zsh

Tools macOS, Linux, Ghidra, Wireshark, VMware / VirtualBox, Volatility, Git