

Himanshu Sheoran Computer Science & Engineering Indian Institute of Technology, Bombay 170050105 B.Tech. Gender: Male

DOB: 09-06-1999

Examination	University	Institute	Year	CPI / %
Graduation	IIT Bombay	IIT Bombay	2021	7.71
Intermediate	CBSE	Sunrise Modern School	2017	93.60%
Matriculation	CBSE	Campus School	2015	10

Pursuing Minor in Design

Scholastic Achievements _____

	(2020)	
• Secured 2nd position in Capture The Flag competition in 8th Inter IIT Tech Meet		
ullet Secured institute rank $ullet$ and overall rank $ullet$ in HackIITK Hackathon out of 12500 participants	(2020)	
• Country rank 5 and world rank 367 combined across all hacking and challenge sites on wechall.net		
• Secured All India Rank 59 in JEE Advanced among 200,000 students in India	(2017)	
• Secured All India Rank 368 in JEE Main among 1.2 million students across India	(2017)	
• Secured All India Rank 194 in Kishore Vaigyanik Protsahan Yojana	(2017)	
• Amongst the National Top 1 percentile in both NSEP and NSEC		

Roles and Responsibilities ____

Manager, Cybersecurity Club IITB

 $Summer\ 2020 - Present$

- Spearheaded a team of 10 people for planning and organising sessions, talks and CTF contests
- Developed and maintaining active wiki and blog site about cybersecurity with 1000s of daily visitors worldwide
- Organized intra institute two-day Capture The Flag competitions with active participation of 250 people

Project Intern at BOSCH

Summer 2019

- Worked on Embedded systems, IoT, LoRa and various sensors for POC and prototype development
- Developed, theorized and programmed the required concepts and algorithms for creating a prototype product for processing on-line data and controlling the desired components on embedded system using **Arduino Mega**
- Responsible for the development of **Smart Shift** mobile application for android devices which enables communication between **embedded system** and mobile application for user via bluetooth
- Worked on LoRaWAN (Long Range Wide Area Network) gateways and nodes over The Things Network

Developer at goDutch Pay

Winter 201

- Responsible for end-to-end design, development and production of commercial website and its deployment
- Implemented front end design using React and back end using Firebase for cross-platform compatibility

Projects _

Pyfractal

Self Project — Summer 2020

- · Developed an easy to use, fully documented Python Library for generating brainfilling fractal curves
- Integrated intuitive GUI using Tkinter enabling understanding of fractals without mathematical background
- Packaged ready to use, open-sourced, multi-platform binaries for out-of-the-box working software

Malware Detector-Classifier

Self Project — Summer 2020

- Developed a malware detector cum classifier based on static analysis of program ensuring zero risk to host
- Processed **50GB** of malware and benign files to train high accuracy and f-score ML model for certain classification
- Engineered high importance features based on practical malware analysis for low overhead of computation

BotNet Detector

 $Self\ Project -- Summer\ 2020$

- Developed a network analysis tool for detection of Peer-to-Peer botnet infected hosts and traffic in network
- Analysed 47 Million botnet and benign packets for anomaly based machine learning model used in detection
- Deduced network flows for transmission of botnet malware and further communications between infected hosts

Prime and Prejudice

Self Project — Summer 2020

- Implemented adversarial pseudo prime generation algorithm against any base miller-rabin primality tests
- Generated pseudo primes of density rarer than 2^{-80} to fool primality testing of in-use cryptographic libraries
- Optimized and generalized algorithm to generate arbitrary size pseudo-prime against all practically large bases

Blockchain e-Voting

Self Project — Summer 2020

- Developed consortium blockchain based e-voting system using Proof of Authority consensus mechanism
- Implemented coercion-free and verifiable voting mechanisms to ensure liquidity of democracy
- Developed authentication servers, voting interfaces, bootnodes and leaf nodes using Flask

Chip-9 Emulator

Self Project — Winter 2019

- Developed a Proof-Of-Concept hybrid Intel 8080 and Gameboy emulator with memory mapped IO for inputs
- Developed CISC supporting 220 CPU instructions and handling events on 128x64 instruction controlled screen
- Implemented CPU flags, 7 8-bit registers, 3 16-bit hybrid registers, serial I/O and 64kB main memory

BASEic Steganography

Self Project — Summer 2020

- Invented a steganographic tool for producing base-confusing strings of standard encoding mechanisms
- · Exploited base conversion algorithms to detect patterns in encoded and decoded strings of english alphabet

Course Projects

Secure Personal Cloud | Course: Software Systems

Autumn 2018

- Developed a web application and a command line linux client for a cloud based file system for multiple users
- Implemented full client-side encryption for web client using SJCL and linux client using pyCryptodome
- Implemented support for multiple simultaneous clients with automatic sync of files between client and server

SAT-Solver | Course: Abstractions and Paradigms

- Implemented SAT solver based on DPLL algorithm in functional programming paradigm in Racket
- Implemented recursive literal assignment and backtracing for finding satisfying assignment of formula in CNF

OSPF Protocol for Routers | Course: Digital Logic Design

Spring 2019

- Implemented Open Shortest Path First protocol in VHDL for building forwarding tables on routers
- · Modified the standard OSPF protocol and packets to increase the efficiency of data transfer and processing

Art Generation with GAN | Course: Artificial Intelligence and Machine Learning Autumn 2019

- Implemented Deep Convolutional Generative Adversarial Networks to generate art from art datasets
- Image dataset collected by scraping Google image art datasets and converted to 64X64 using bilinear interpolation

Shell File Server Client | Course: Computer Networks

Spring 2019

- Developed a shell-based file server using **Socket programming** capable of handling multiple concurrent clients
- Implemented user authentication and multiple sockets for a user enabling simultaneous parallel downloads

Regular Expression Parser | Course: Abstractions and Paradigms

Spring 2018

• Implemented basic level string matcher Linux-CLI utility egrep using functional programming in Racket

TECHNICAL SKILLS

Python, C, C++, bash, SageMath, Racket, javascript, java Programming

Development Tools Git, GitHub, Docker, Jekvll, AWS

CTF Tools Ghidra, Wireshark, Nmap, Cutter, IDA, gdb, Z3, pwntools

Software Tools Arduino, Android Studio, Unity, Matlab

Courses Undertaken

Network Security and Cryptography, Web Mining and Information Retrieval *, **Electives**

Automated Reasoning *, Introduction to Blockchains and Cryptocurrencies *

Coursera Google IT Automation with Python Specialization, AWS Fundamentals

Automated Reasoning: satisfiability, Cryptography-I Stanford,

Introduction to Applied Cryptography Specialization

Extra curriculars

* to be completed by December 2020

• Community moderator, contributor and amongst top 50 players at cryptohack.org (2020)• Participation in 40+ international Capture The Flag events in 2020 (2020)• Frequent blog and writeups creator for cryptograpic ciphers and challenges in weekly CTF contests (2020)

• Secured First position in Intra Department Badminton Tournament (Mens' Doubles) (2018)

• Secured Third position in XLR8, Remote Controlled bot making competition at IITB freshmen year (2017)

• Secured **Third** position in Potpurri Competition in Freshiezza, a college freshman competition (2017)

• Completed a year long course under National Sports Organization (NSO) in Table Tennis (2017)

 School Head Boy at Campus School CCSHAU, Hisar (2014)