Lef Ioannidis

Personal Data

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Work Experience

May 2016 - Today Principal Engineer at UnifyID, San Francisco, CA

First engineer, designed and implemented the UnifyID back-end for secure, implicit authenticaton.

Designed and implemented parts of the iOS, Android, Chrome extension and native clients for UnifyID.

In charge of engineering, interviewing and hiring.

September 2015 - May 2016 Security Engineer at Apple, Cupertino, CA

FairPlay and DRM group

Apple Confidential Project. Relevant to Application Security, Secure Compilers, Binary Hardening.

Ensuring the FairPlay daemon and FairPlay DRM suite are immune to static and runtime

analysis attacks.

SUMMER 2014 Graduate Firmware Engineering Intern at INTEL, Hillsboro, OR

Wireless Sensor Network for Datacenter Monitoring

Worked in the $Internet\ of\ Things\ (IoT)$ branch of Intel. Designed and wrote Firmware for embedded microprocessors, connected in a wireless mesh network configuration. Used for

large-scale Datacenter monitoring. Intel internal publication Aug 2014.

EDUCATION

JUNE 2015 BACHELOR'S IN COMPUTER SCIENCE, MIT, Cambridge, MA

Major: Electrical Engineering and Computer Science

Thesis: Parallel Instructions for the LLVM Compiler | Advisor: Prof. Saman Amarasinghe, CSAIL

Focus: Software Engineering, Computer Systems, Computer Security, Cryptography,

Operating Systems, Computer Architecture, Electrical Engineering and Machine Learning.

Honors & Awards

APR. 2017 Presenter, Scalable ML microservices on GPUs, Dockercon 2017, Austin, TX.

MAR. 2017 WINNER, SECURITY & PRIVACY, UnifyID, SXSW Accelerator pitch competition 2017, Austin, TX.

Feb. 2017 First-ever unanimous winner, UnifyID, RSA Innovation Sandbox 2017, San Francisco, CA.

FEB. 2017 PRESENTER, Secure, real-time data collection on mobile, MadCon 2017, Austin, TX.

Aug. 2016 Runner-up, UnifyID, TechCrunch Disrupt Battlefield 2016, San Francisco, CA.

Sept. 2014 Research and Innovation Scholars Program, EECS Department, MIT

2011-2015 Undergraduate Researcher Award, Financial Aid, MIT

SOFTWARE ENGINEERING

Skills: Microservices architecture, design & implement secure protocols, PKI, SSL/TLS, cryptography,

Reverse engineering, binary obfuscation and exploitation, MAC/ACL, SELinux, Distributed Systems security & scalability, OS development, system administration.

Languages: C/C++, Java, Javascript, Python, x86/ARM ASM, Bash, LATEX.

Intermediate: Go, Elixir, Swift

Software: Linux, FreeBSD, Docker, MongoDB, PostgreSQL, Kerberos, GIT, Wireshark, LLDB, GDB, IDA Pro.