

Lef IOANNIDIS

INFO

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WORK EXPERIENCE

DECEMBER 2017 - NOW Researcher at PDOS, CSAIL, Cambridge, MA
Working on formal verification of Computer Systems.

MAY 2016 - OCTOBER 2017 Software Architect at UNIFYID, San Francisco, CA
Principal engineer, designed and implemented the UnifyID back-end for secure, implicit authentication.
Docker microservices back-end, written in Golang, NodeJS and Python, functionality includes
User & Device authentication, Data Collection at scale, real-time Machine Learning for authentication.
Managed a team of 10 engineers and handled technical interviews.

SEPTEMBER 2015 - MAY 2016 Security Engineer at APPLE, Cupertino, CA
FairPlay and DRM group
Apple Confidential Project. Relevant to Application Security, Compilers, Reverse Engineering.
Ensuring the FairPlay daemon and FairPlay DRM suite are immune to static and runtime
analysis attacks.

EDUCATION

DECEMBER 2018 (Expected) MASTER'S IN ENGINEERING, *CSAIL MIT*, Cambridge, MA
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 & TALKS

APR. 2017 **Speaker**, Data aware Nginx for Machine Learning, Nginxconf 2017, Portland, OR.
APR. 2017 **Speaker**, Scalable ML microservices on GPUs, Dockercon 2017, Austin, TX.
FEB. 2017 **Speaker**, Secure, real-time data collection on mobile, MadCon 2017, Austin, TX.
MAR. 2017 **Winners**, Security category, Principal Engineer at UnifyID, SXSW pitch competition 2017, Austin, TX.
FEB. 2017 **Winners**, Principal engineer at UnifyID, RSA Innovation Sandbox 2017, San Francisco, CA.
AUG. 2016 **Runner-up**, Principal engineer at UnifyID, TechCrunch Disrupt Battlefield 2016, San Francisco, CA.
SEPT. 2014 **Research and Innovation Scholar**, SuperUROP, EECS Department, *MIT*

SOFTWARE ENGINEERING

Skills: Programming Languages, Security, Formal Verification, Functional Programming,
Systems, Architecture, Compilers, Performance Engineering.

Languages (expert): Haskell, C/C++, Go, Javascript, Python, SQL, LLVM, x86 ASM, Bash.

Languages (intermediate): Coq, Elixir, Lua, Swift, \LaTeX .

Software: Linux, Docker, Kubernetes, MongoDB, PostgreSQL, GIT, LLVM, GDB.