Lef Ioannidis

Personal Data

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Work Experience

MAY 2016 - OCTOBER 2017 Software Architect at UNIFYID, San Francisco, CA

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

Built the docker microservices based back-end, written in Golang, NodeJS and Python. Implemented real-time Deep Learning models in production, with encrypted data pipelines.

In charge of engineering and engineering interviews.

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 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, First engineer at UnifyID, SXSW pitch competition 2017, Austin, TX.

FEB. 2017 Winners, First engineer of UnifyID, RSA Innovation Sandbox 2017, San Francisco, CA.

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

Sept. 2014 Research and Innovation Scholar, SuperUROP, EECS Department, MIT

2011-2015 Undergraduate Researcher Award, Financial Aid, MIT

SOFTWARE ENGINEERING

Skills: Systems Architecture, Microservices, Design & Implement Secure, fault-tolerant systems,

REST API, Public-Private Key infrastructure, Certificates, Cryptography,

Distributed Systems, Operating Systems, System Administration.

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

Languages (intermediate): Elixir, Lua, Swift, LATEX.

Software: Linux, FreeBSD, Docker, Nginx, MongoDB, GIT, VIM, LLVM, GDB, IDA Pro.