Garrett Gu

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PROFESSIONAL EXPERIENCE

May 2023 -Aug 2023 SF, USA

Apple, Information Security Intern

- Reduced human time on an internal process by 87.5% by evaluating and implementing NLP algorithms to analyze security literature using Python, SpaCy, and scikit-learn
- Implemented data scraping, tf-idf, n-gram analysis, and state-of-the-art BERT fine-tuning to improve model accuracy
- Proposed and implemented a prototype webapp for internal Apple developers using Flask, JavaScript, and prompt engineering

Oct 2022 -

Hex-Rays, Software Engineer Intern

Dec 2022 Liège, BE

- Built and shipped IDA Pro feature to simplify Mixed Boolean-Arithmetic (MBA) obfuscated malware using C++, state-of-the-art research algorithms and SMT solvers
- Achieved superior success rates and 68-93% reduced runtime compared to previous cuttingedge solutions through performance optimizations and heuristics

May 2022 -Aug 2022

SF, USA

Plaid, Data Security, Software Engineer Intern

- Reduced microservice certificate validity period by 50% by automating AuthN/AuthZ certificate rotation in AWS IAM using a Kubernetes CronJob in Go
- Enhanced company-wide product security for years to come by designing and implementing cryptographic signing within a key-management service (KMS) using Go, Python, and Node.js

May 2021 -

Praetorian Security, Security Engineer Intern

Aug 2021 Remote

- Proposed and prototyped GoKart, a new open-source Go security code scanner (SAST) designed for vastly reduced false-positive occurrence (2,000+ stars on GitHub)
- Conducted in-depth security audits and assessments on several Fortune-500 companies

May 2020 -Aug 2020

Remote

Microsoft, M365 Core Security, Software Engineer Intern

- Saved an estimated 200 hours of engineer time per year and improved access security by training an ML recommendations system for data-center access control with scikit-learn
- Final C# API implementation achieved 93% accuracy benefiting 98% of >1000 test users

May 2019 -

The BHW Group, Software Engineer Intern

Aug 2019

• Developed Go/React Native applications for medical information and school alerts

EDUCATION

Aug 2018 -Dec 2023

B.S./M.S. Computer Science (Honors), B.S. Mathematics, University of Texas at Austin

• GPA: 3.99, member of Turing Scholars Honors Program

- TA: Computer Security (x2), Honors OS (x2), Honors Computer Architecture
- Graduate coursework: Computer Graphics, Program Synthesis, Advanced Cryptography, Cryptography, Reinforcement Learning, Topics in NLP, Advanced OS, Systems Verification, Automated Logical Reasoning, Computer Security
- Undergraduate coursework: Ethical Hacking, Virtualization, Honors AI, Computer Networks, Topology, Abstract Algebra, Number Theory

LEADERSHIP

Dec 2018 -May 2022

UT Information and Systems Security Society, Engineering Director

- Created dozens of cybersecurity challenges for events with >100 contestants on average
 - Prepared and presented write-ups and talks over security techniques and best practices
 - Authored novel challenges for a CTF attracting >5,000 competitors from >60 countries

SKILLS AND AWARDS

Languages

JavaScript, TypeScript, C, C++, SQL, Java, C#, Rust, bash, Python, WebAssembly, Go, OCaml, Verilog, x64/AArch64/RISCV64 Assembly

Tools

React, gdb, git, docker, Ghidra, PyTorch, scikit-learn

Competitions

1st - CCDC (Cyber-Defense) SW Regional 2021 **USACO Platinum Qualifier** 2nd - BSidesSF CTF 2022 1st - TAMUHack CTF 2022 1st - SunshineCTF 2019