Kenny Yee

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Employment

Malware Researcher

BAE Systems Applied Intelligence

Aug '15 - Present

- Created algorithm to detect URL similarity by implementing dynamic programming and Hirschberg's algorithm in Python on product feature SmartClick to significantly improve customer latency.
- Developed a PDF parser to parse PDF binaries to extract objects for machine learning algorithm.
- Worked on a high level debugger in Python and C for Mac. Released as an open source project on Github.
- Automated malware lab by creating algorithm to transfer and categorize malware using the Jira API in Python.
- · Learned extensively about low-level vulnerabilities in C and x86 assembly and modern security techniques.

Research Assistant

University at Buffalo Department of Computer Science

Jan '15 - May '15

- Developed and refactored Static Analysis algorithm with mentors to detect malicious repackaged Android apps from Google Play Store. Published at 30th IEEE/ACM International Conference on ASE (New Ideas Track).
- Utilized Soot Framework in Java to analyze APKs in intermediate representations, control flow graphs, and call graphs.
- Devised a Python script using matplotlib to visualize results and algorithmic techniques in weekly meeting.

Technician iRepair Buffalo Apr '14 – May '15

 Managed three technicians, consulted with customers, and performed diagnosis and repairs on hardware and software.

Personal Projects

- Vital Sign Tracker (2014 2015): Android wear system to track vital signs and locations of on-duty firefighters and transmit distress signals. | Java, Android, HTML, CSS, Photoshop, Illustrator
- Locafy (2015): (HackPrinceton) Location-based music app to display appropriate playlists from Spotify. | Java, XML
- ARM embedded system game (2014): low-level Spy Hunter game created on ARM board. | ARM Assembly
- Secure Cloud Storage (2013): GUI application that hashed and split a file to several cloud accounts and formed aggregate file when downloaded. | Java
- Data Structures (2013) Implemented data structures such as Maps, Vectors, AVL trees, Stacks, and Queues. | C++

Education Buffalo, NY

SUNY University at Buffalo

2011 - 2015

- B.S.E in Computer Engineering
- Courses: Data Structures, Algorithm Analysis & Design, Machine Learning, Software Engineering, Comp. Architecture Microprocessors & Microcomputers, Real-Time & Embedded OS, VLSI, Calculus I II and III, Linear Algebra

Languages and Technologies

Proficient: Python, C, Java, x86 Assembly **Familiar:** C++, OCaml, JavaScript, HTML, ARM Assembly

Version Control: Git (Github, Bitbucket, Gitlab), CVS
Operating Systems: OS X, Debian-based Linux, Windows

Software: VMware, Eclipse, Android Studio, Visual Studio, IDA Pro, Windbg, Cadence, Canopy

Awards