KRISH GERA

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SUMMARY

Computer Science graduate with a keen focus on vulnerability scanning and bug bounty hunting, having a strong foundation in programming. Known for solving complex problems with innovative solutions, experienced with Python, Linux (Debian and Arch), C++, Bash, Unreal Engine. I have automated tools such as Trivy to uncover vulnerabilities in any system (Local or Cloud) and generate reports per user-specified time. I have worked on various solo projects like "Ponder" which is an anti-cheating application for taking tests in a controlled environment in an institute. So far, I have uncovered and fixed around 100 critical vulnerabilities in multiple open-source projects on GitHub

EDUCATION

Manchester Metropolitan University | MSc Computer Games Development | 09/2023 – 10/2024 | First (Predicted)
SRM University | B. Tech Computer Science Engineering | 08/2019 – 07/2023 | First (Obtained)

EXPERIENCE

Prescient Healthcare Group | Cybersecurity Engineer | Gurgaon (Remote) | 02/2023 – 08/2023

- Worked on finding vulnerabilities in all internal microservices covering the entire IT infrastructure. I used Trivy to scan and generate reports having CVE codes (both excel and html formats) and fixing them. I mostly worked on scanning and fixing vulnerabilities within AWS, Kubernetes, Containers and Filesystems
- Integrated Trivy with the CI/CD Pipeline to provide automation with all machines for the internal network
- Regularly performed Linux based tasks such as maintenance, pentesting and network analysis

PROJECTS

Icarus VR | SRM-University | 03/2023

- My final year project was a game I worked on as lead QA for the Meta Quest 2 called Icarus VR
- The game run at a stable 120FPS and was developed using Unreal Engine and executed through Steam VR
- The game was worked on in a span of 6 months and I performed regular QA checks and used Jira for keeping a track of the bugs ensuring they are kept a track of, the gameplay can be seen here

Ponder | Manchester Metropolitan University | 12/2023

- A "test" application designed to eliminate cheating from students while they are giving a quiz or a test in a local computer lab. Ponder was entirely solo developed, with inputs and feedback from various people and testers on how to make the application stronger. Ponder doesn't directly "lock down" the entire system, but the magic comes with how the GUI is done. The application always stays on top and when executed, modifies windows protocols to ignore attempts to close or minimize the window using standard window controls.
- Ponder works on Windows 10 and above and is developed using the Tkinter GUI (Python)
- The application can be downloaded and tested from here

HONOURS & AWARDS

SRM University Hackathon – 1st Place (2022 and 2023)

- Won the CTF tournament at SRM twice in a row for binary exploitation to get a reverse shell of a machine.
- Got the gold prize for demonstrating how static and dynamic UID differ in a proof-of-concept of cloning and replicating University ID cards.

TECHNICAL SKILLS

Programming languages (Python, C,C#, C++, Shell script (Bash))
Web and Mobile Technology (CSS, React.JS, React Native)
Engines and 3D software (Unreal Engine, Mixamo)
Web (Amazon Web Services, Web3, Qualys)
Artificial Intelligence (NLTK, TensorFlow, PyTorch)
Cybersecurity Tools (Hashcat, Metasploit Framework, aircrack-ng)
Operating Systems (Debian Linux, Arch Linux, Windows)
DevOps Tools (Git, CI/CD, Jenkins, Kubernetes, Docker, Trivy)

SOFT SKILLS

Team Collaboration, Problem Solving and Analytical thinking, Leadership initiative, Cultural Awareness, Adaptability