AARON TI

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Having a curious mindset towards computer science, I always seek for new directions to gain more knowledge. From binary exploits to web development, computer renders to assembly, these are some of the fields within computer science that I have worked on. Being passionate about developing my skills and knowledge in computer science, I actively take up a myriad of opportunities to learn as much as I can.

SKILLS

- Programming (High & low level)
- Malware Analysis & Threat Hunting
- Full Stack Development
- 3D Design & Rendering

EXPERIENCE

Coding

- Python, C, C#, C++, Nim, Rust, Golang, Javascript, Java, Assembly

Technologies/Environment

- Windows, Linux, OpenGL, Web frameworks, Docker, Cinema4D, Blender, Unity, UnrealEngine

EMPLOYMENT HISTORY

Threat and Incident Specialist at MINDEF - Military Security Department (MSD) **Apr 2020 – Apr 2022**

- Reviewed violations of computer security procedures and developed mitigation plans.
- Delved into malware analysis and threat hunting, in turn, researching and developing computer forensic tools.
- Analyzed malicious obfuscation methods, researched and reverse-engineered malicious samples for further understanding of their procedures.

Software Developer at Helloholo **Nov 2020 – Jan 2021**

- Developed and implemented interactive AV design and integrated VR technologies with corporate visions.
- Experimented with new technologies (Virtual Reality, Augmented Reality, and Mixed Reality), and assisted in developing software compatible with Extended Reality devices.
- Introduced Oculus development for simulation and AR technology.

Intern at Institute of High Performance Computing (IHPC) A*STAR **May 2017 – Jan 2018**

- Using high-performance simulation software to understand the behavior of light and electromagnetic waves in both dielectric materials as well as metals.
- Coordinated effectively with a team of 4 members possessing skills in high-performance computing.

PROJECTS

obfDetect **Aug 2021 – Oct 2021**

Automatically detects obfuscated code and other state machines in binary samples

- IDA Scripting to perform heuristic calculations on function Abstract Syntax Trees (AST).
- Detects function anomalies and obfuscated assembly code based on heuristic complexities.

COURSES / CERTIFICATIONS

Advanced Malware Analysis Techniques

- Analyze modern complicated code samples, from receiving the initial artifact, all the way to producing a technical description of the attacker's TTPs with IOCs
- Produce static decryptors for real-life scenarios and then continue with in-depth analysis of the malicious code
- Analyze malicious documents that are typically used to deliver initial payloads and know how to extract them
- Ensure damage assessment and incident response efforts are accurate and effective

Targeted Malware Reverse Engineering

- Analyze real-life malware used in the wild by APT groups.
- Reverse-engineer malicious documents and exploits.
- Approach reverse engineering programs written in several programming or scripting languages (C, .NET, Delphi, Powershell, JavaScript, C++) and compiled for different architectures (x86, x64) with different compilers or operating systems (Windows, Linux).
- Handle obfuscated or encrypted content in malicious software.

EDUCATION

Singapore Institute of Technology and University of Glasgow **2022 – Present**

- Undergraduate in Computing Science.
- Actively seeking out connections and job opportunities to broaden my horizon

Singapore Institute of Technology **2019 – 2022**

- Undergraduate in Information Security, as part of the Work-Study programme in the Cyber NSF Scheme.
- Building on my computing knowledge in the varying fields of computer science, such as Information Security and Interactive Simulation.
- Delved into the niche topics within computer science as part of Capture-The-Flag (CTF) teams both locally and overseas. Some of the niche topics that I have explored are the makings of malware and reverse engineering,

Anglo-Chinese Junior College **2017 – 2018**

- GCE A-Levels (Further Mathematics, H2 Mathematics, H2 Physics).
- Expressed my passion for computer science by developing real-time computer vision models in my school's computing CCA.
- Created 3D models and textures, computer renders, and shaders in several modeling/texturing applications.