Ole André Vadla Ravnås

Senior Software Engineer

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Experience

Vocational

2011–2014 Co-Founder and Software Engineer, Soundrop AS, Oslo.

Development of desktop app in Qt/Qml, front-end single-page apps for Spotify in HTML/CSS/JavaScript, and backend systems in Erlang and Go.

- Automatic software update system with compression and delta-updates in C++;
- Maintained and co-developed Soundrop's iOS and Android apps.
- 2006–2011 **Software Engineer**, *TANDBERG/Cisco*, Oslo.

Development of video conferencing software for Windows, Mac and Linux. Worked on everything from backend to codecs, signaling protocols, and all the way up to the GUI layer.

- Invented and implemented a DRM-scheme involving a modified PC BIOS;
- Inventor of patented ad hoc pairing method using ultrasound;
- Did a POC port to iPhone by reverse-engineering Apple's hardware codec APIs.
- 2005–2006 Founder and Software Engineer, Ravnås Consulting, Stavanger.

Embedded Linux software development contract work on Nokia Maemo.

Open Source

2010–present **Founder and Maintainer**, http://www.frida.re.

I created Frida out of both the passion for, as well as a need for, cross-platform dynamic binary instrumentation. There were no other good tools in that space, so I wrote a small set of libraries that eventually ballooned in functionality, eventually leading to me open-sourcing them. I have been working on improving them over the past 5 years so the rest of the world could use them, and to generally help it become the de facto dynamic instrumentation toolset. It has been a great catalyst for me giving talks and building demos (like https://www.youtube.com/watch?v=dvOdwHpQycw), and generally getting to know the reverse-engineering community at large.

It has also spawned a couple of other neat side-projects like Crypto-Shark (https://www.youtube.com/watch?v=hzDsxtcRavY), and CloudSpy (http://build.frida.re:8000/p/3Ftvry).

2006–2009 **Founder and Maintainer**, https://github.com/oleavr/ospy.

Created the oSpy project to help reverse-engineer MS ActiveSync and Messenger.

2004–2005 **Founder and Maintainer**, http://sourceforge.net/projects/farsight/files/libmimic. Reverse-engineered and re-created video codec used by Windows Live Messenger: http://tech.slashdot.org/story/05/04/05/0240236

Publications

Anatomy of a code tracer

https://medium.com/@oleavr/anatomy-of-a-code-tracer-b081aadb0df8.

Build a debugger in 5 minutes

https://medium.com/@oleavr/build-a-debugger-in-5-minutes-1-5-51dce98c3544.