Marko Mladenovic

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Education

Bora Stankovic Gymnasium, Nis, Serbia – Special class for Computer Science Metropolitan University in Nis, Serbia - Software Engineering (On hold)

Certifications & Achievements

Malware development course by Maldev Academy - maldevacademy.com

March 2024

• Developed a malware that bypassed Windows Defender Antivirus on x64 Windows, using my obfuscated shellcode that was run in a hijacked thread

Ret2 Systems Binary Exploitation Course - wargames.ret2.systems/course

February 2024

- Reverse engineered an algorithm that generates a license for acquiring software
- Found race condition vulnerability in concurrent garbage collector. Challenge was inspired by the JavaScriptCore vulnerability presented on Pwn2Own 2018 competition

ZDE VR Course - <u>zerodayengineering.com/training/universal-vulnerability-research.html</u>

February 2024

• Got essential knowledge and skills required to conduct modern low-level security research, vulnerability exploit development, secure software engineering and hardening

Experience

Fl3xx Gmbh, Vienna, Austria (remote)

06/2022 - 07/2023

- Backend developer (Tech stack: Java, Spring, Hibernate, JPA, Elasticsearch, Postgres, Redis)
- Maintained and expanded existing code base with occasional new feature development

Projects

Call of Duty Zombie Mod Hack - https://github.com/realbugdigger/Call-of-Duty-WaW-Hack https://www.bugdigger.com/projects/codwaw_hack

December 2023

- Reversed engineered a game and used dll injection to insert a hack into the game process.
- Hack uses function hooking on the D3DX9 library graphics function

KarolaScript - https://github.com/realbugdigger/KarolaScript

December 2023

Wrote my own interpreted programming language that is inspired by fusion of C and Python

DirDigger - https://github.com/realbugdigger/DirDigger

July 2023

Directory busting extension for Burp Suite offering more features than alternatives

KarolaScript on LLVM - https://github.com/realbugdigger/KarolaScriptLLVM

(In progress)

Transitioning my programming language to LLVM infrastructure

Rust ARM64 kernel for Raspberry Pi 3 - https://github.com/realbugdigger/armRustOS

(In progress)

Wrote my ARM64 kernel in rust for Raspberry Pi 3 and kernel heap memory allocator

- Programming languages (Java, C/C++, Rust, JavaScript, Python, x86-64 and ARM64 assembly)
- Reverse engineering, static analysis (ghidra, llvm), and dynamic analysis (gdb)
- Web exploitation (XSS, SQL injections, SSRF, Directory traversal, ...)
- Understanding of modern exploit mitigations (Sandboxing, PAC, Memory tagging)
- Ability to bypass common exploitation techniques (ASLR, DEP, PIE, Stack cookies)
- Ability to quickly tackle and get familiar with unfamiliar large codebases
- Malware development on x86-64 Windows (Obfuscation, Sandbox detection, Anti-debug, Anti-virtualization)
- Got my feet wet into LLVM core ecosystem and libraries