

## Education

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|--|-----------------------------|
| <b>Northeastern University</b><br><i>PhD Computer Science</i>  | <i>(expected) Fall 2024</i> |
| <b>University of Southern California</b><br><i>MS Computer Science</i>                                     | <i>Dec. 2014</i>            |
| <b>University of California, Los Angeles</b><br><i>BS Mathematics</i><br><i>BA Design &amp; Media Arts</i> | <i>Jun. 2012</i>            |

## Publications

- Ryan Williams**, Anthony Gavazzi, Engin Kirda (2024). [Enhancing Network Security through Vulnerability Monitoring](#). NSS 2024.
- Zachary Ratliff, Wittmann Goh, Abe Wieland, James Mickens, **Ryan Williams** (2024). [Holepunch: Fast, Secure File Deletion with Crash Consistency](#). IEEE SP 2024.
- Ryan Williams**, Anthony Gavazzi, Engin Kirda (2023). [Solder: Retrofitting Legacy Code with Cross-Language Patches](#). SANER 2023.
- Anthony Gavazzi, **Ryan Williams**, Engin Kirda, Long Lu, Andre King, Andy Davis, Tim Leek (2023). [A Study of Multi-Factor and Risk-Based Authentication Availability](#). USENIX Security 2023.
- Tongwei Ren, **Ryan Williams**, Sirshendu Ganguly, Lorenzo De Carli, Long Lu (2022). [Breaking Embedded Software Homogeneity with Protocol Mutations](#). LNICST 2022.
- Amogh Pradeep, Hira Javaid, **Ryan Williams**, Antoine Rault, David Choffnes, Stevens Le Blond, Bryan Alexander Ford (2022). [Moby: A blackout-resistant anonymity network for mobile devices](#). PETS 2022.
- Ryan Williams**, Tongwei Ren, Lorenzo De Carli, Long Lu, Gillian Smith (2021). [Guided Feature Identification and Removal for Resource-constrained Firmware](#). TOSEM 2021.
- Mansour Ahmadi, Reza Mirzazade Farkhani, **Ryan Williams**, Long Lu (2021). [Finding Bugs Using Your Own Code: Detecting Functionally-similar yet Inconsistent Code](#). USENIX Security 2021.
- Alexander Heinricher, **Ryan Williams**, Ava Klingbeil, Alex Jordan (2021). [Weldr: fusing binaries for simplified analysis](#). SOAP 2021.
- Elin Carstensdottir, Erica Kleinman, **Ryan Williams**, Magy Seif Seif El-Nasr (2021). ["Naked and on Fire": Examining Player Agency Experiences in Narrative-Focused Gameplay](#). CHI 2021.

## Working Experience

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|--|----------------------------|
| <b>BitSight Technologies</b><br><i>Senior Research Scientist</i> | <i>Aug. 2023 - present</i> |
| <b>TODO Job</b><br><i>TODO title</i>                             | <i>TODO timeline</i>       |
| <b>TODO Job</b><br><i>TODO title</i>                             | <i>TODO timeline</i>       |

## Teaching Experience

**TODO Job**  
*TODO title*

*TODO timeline*

**TODO Job**  
*TODO title*

*TODO timeline*

**Professional Services**

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**TODO Job**  
*TODO title*

*TODO timeline*

**Technical Skills**

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**Programming Languages**      TODO