

Kévin SZKUDŁAPSKI

PERSONAL DATA

📍 France 🏠 1st May 1987
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WORK EXPERIENCE

09/2011 - Now	Low level reverse engineer at QUARKSLAB, Paris reverse engineering: Windows, Linux, RTOS, software assessment, vulnerability research: baseband, bootrom, ECU, ..., training, malware analysis, development of tools: code analyzer, desobfuscation, debugging features for an undocumented DSP.
05/2010 - 10/2010	Internship at EADSW IW, Suresnes Implementation of <i>GDB stub</i> for DynaMIPS emulator, development of <i>forensic</i> tool for Linux kernel (X86-32, ARMv7), <i>unpacking</i> with Miasm, VNC client exploitation (Linux), analysis of USB <i>debug port</i> in Windows, analysis of <i>BitLocker</i> and development of a <i>FUSE</i> module to mount this filesystem on Linux.
07/2008 - 12/2008	Internship at ESL (EPITECH SECURITY LAB.), Kremlin-Bicêtre Compilation and decompilation technics in heterogeneous software environment.

GRADES

2012	Master degree at Epitech Paris (computer science school) at Kremlin-Bicêtre
2010	Bachelor degree at Epitech Paris (computer science school) at Kremlin-Bicêtre
2007	Baccalauréat S option SI (<i>Engineering Sciences</i>) <i>Lycée Jules Ferry</i> at Versailles





LANGUAGES

FRENCH: Mother tongue
ENGLISH: Fluent







COMPUTER SKILLS

Assembly:	6502/65c816, ARMv7, MIPS, PowerPC, x86 16/32/64
Libraries:	standard C, STL, Qt, Boost, Win32 API, LLVM
CMS:	Git, SubVersion, Mercurial
Development:	C, C++, Python, Ruby, Bourne Shell, CMake
IDE and text editor:	Visual Studio, Sublime, VIM
Tools:	IDA Pro, WinDBG, OllyDbg, x64dbg, GDB, medusa
Writing:	MS Office, MS Visio, L ^A T _E X, RST/Sphinx
Operating system:	Windows, ArchLinux/Ubuntu, FreeBSD/OpenBSD

PERSONAL PROJECTS

Medusa, tool to analyze executable by disassembling, emulating, symbolic execution, recompiling, viewing control flow graph, ...	
Analysis of a game named Shovel Knight and discovery of a <i>DevMenu</i>	
Development of a Nintendo Super NES ROM to test HDMA effect	
DOSBox port for Nintendo Wii and writing of a dynamic-recompiler for it	
Development of IDA loader for Nintendo GameBoy	unavailable
Analyze of the network protocol for the game <i>Rune of Magic</i> and development of a basic <i>proxy</i>	unavailable

PUBLICATIONS

How to emulate executable with Medusa and python (en)	
AppContainer analysis (en)	
RTTI information on program compiled in C++ (en)	
Feedback on how to write a processor module for IDA in C++ (en)	
Undocumented mitigation analysis (en)	
Windows 8 mitigations analysis (fr)	
PowerPC shellcoding (en)	unavailable

HOBBIES

Systema (russian martial art), reverse engineering, retro-gaming, travels