

# Zachary M. Wimer

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## Objective

Secure systems through design/architecture review, fuzzing, static analysis, and tool development

## Education

### Arizona State University (ASU)

DOCTOR OF PHILOSOPHY: COMPUTER SCIENCE (INCOMPLETE)

**GPA: 4.0**

Aug. 2018 - May 2023

### Rensselaer Polytechnic Institute (RPI) (Summa Cum Laude)

MASTER OF SCIENCE: COMPUTER SCIENCE

BACHELOR OF SCIENCE (DUAL MAJOR) : COMPUTER SCIENCE / COMPUTATIONAL MATHEMATICS

MINOR: ECONOMICS

**GPA: 4.0**

Sept. 2014 - May 2018

## Experience

### Scientific Software Engineer (2 years), Research Assistant (2.5 years), & Graduate TA,

|                  |  |                     |
|------------------|--|---------------------|
| ASU & SEFCOM Lab | <ul style="list-style-type: none"><li>Worked on angr, a powerful platform-agnostic binary analysis framework/symbolic execution engine geared towards vulnerability detection/exploitation. Used C++, Python, Z3, Azure</li><li>Participated in multiple DARPA hackathons towards building out tooling for cyber-autonomous reasoning systems aimed at both human-assistant and fully-automated vulnerability discovery, bug patching, and vulnerability exploitation.</li><li>Researched AI / Machine Learning vulnerabilities in both hardware and software, as well as timing-based side channel attacks</li><li>Security/AI/ML research paper <b>Subneural</b> publication pending peer review</li><li>TA'd for a senior level hacking course geared at binary exploitation</li><li>CTF'd with Shellphish and developed CTF tooling and infrastructure</li></ul> | Aug. 2018-May 2023  |
| TGS              | <b>Software Engineer</b> , CI / CD, Sys Admin, Docker, C++, Slurm  | Jan. 2019-Dec. 2020 |
| Easy Visa        | <b>Software Engineer</b> , Security, Design, Development, Testing  | May 2017-Dec. 2020  |
| Private          | <b>Tutor</b> , Calculus, Data structures, C++, Python, Chemistry, Physics  | Aug. 2013-May 2022  |
| Lutron           | <b>Co-op</b> , Computer Science, developed internal tooling involving C++ and Python   | May 2017-July 2017  |
| RPI              | <b>Undergraduate TA x3, RCOS Mentor</b> , Rensselaer Center for Open Source  | 2015 & 2017         |

## Interesting Skills

- Hacking** Specifically I am passionate about binary exploitation. I enjoy figuring out subtle or elegant ways to break things, especially when I use a system's own infrastructure to do so. I've also played in CTFs, including multiple **Defcon** CTFs since 2017 as part of **RPISec** and **Shellphish**.
- AI / Machine Learning Knowledge** My research was on AI / Machine Learning and cyber security.
- Linux Internals** I use Linux (Fedora) daily as my desktop OS, NAS OS, and on multiple other systems
- C++ Template Meta-Programming** I enjoy the ability to code in an amazingly versatile, super-fast, compile-time, pure functional sub-language within C++, which is my favorite language.
- Computational Mathematics Implementations** I know how to implement mathematics on computers to avoid floating point errors and how to optimize many matrix operations / calculations for speed.
- Tooling** Various Linux distros, Docker, LIBSVM, AWS, GCP, Azure, Slurm, PyPI, Jira, Code Wikis, libFuzzer, pwntools, Scapy, angr, gdb, IDEs, git, cmake, pytest, pre-commit, gpg, DynamoRIO, Github, etc.

## Projects

|                                |  |           |
|--------------------------------|--|-----------|
| C++, CMake                     | <b>SubNeural</b> , My research code: A program that can leak the internals of Neural Networks via repeatedly timing evaluations of the network. The paper is pending peer review.  | 2018-2023 |
|                                | <b>angr, claripy, angr-management, &amp; the angr organization,</b>  |           |
| Python, C++, Github, CMake, Z3 | <ul style="list-style-type: none"><li>A core member of the angr team</li><li>Redesigned and rewrote much of claripy in C++ for vastly improved performance, true multi-threading, increased AST capacity, tighter Z3 integration, better memory management, and more</li><li>Coded, but also focused on triaging the backlog issues, internal organization, and pushed towards other code-quality enhancements (such as coding standards and pre-commit)</li><li>The driving force behind the giant refactors / code quality overhauls of a dozen angr and angr adjacent repos</li></ul> | 2019-2023 |
|                                | <b>Shellphish Infrastructure</b> , A team lead on the Shellphish Infrastructure team; I designed and built an easy-to-use highly-configurable multi-modal CTF exploit-shooter and flag-submitter, designed with multiple redundancies to ensure minimal downtime, that uploads detailed reports and logs to a centralized database, game interface tooling, targeting modules, and more  | 2022      |
| Host, Organizer                | <b>WeCTFinASU</b> , I singlehandedly planned and organized a seminal workshop at ASU dedicated to sharing interesting presentations between top tier CTFers in 2019 called the Workshop To Explore Cyber Security in Academic Security Utility after securing a \$50,000 budget to do so.  | 2019      |
| C++, CMake                     | <b>DrShadowStack</b> , A software defined dynamically implemented shadow stack via DynamoRIO   | 2018      |