

Fotis Hantzis

Website	sock-raw.org	Email	fotis.hantzis@gmail.com
Linkedin	profile	Twitter	@ithilgore

Personal Profile

I am a computer programmer and researcher with a strong background in Computer Security and network exploitation (Phrack publication, Nmap/Ncrack developer, Cyber Defense Directorate). I have also co-founded PrimaVista, an ambitious project aiming to bridge the gap between the analog and the digital world of sheet music. Lately, I have found great interest in the intersection of Computer Security and Machine Learning.

Experience

Nov 2015 - CENSUS SA

Present *IT Security Engineer / Computer Security Researcher*

- Conducted Vulnerability Security Assessments on infrastructures and devices for clients around the world using a variety of techniques including code inspection, reverse engineering, black box testing and fuzzing.

Oct 2015 - Nmap/Ncrack

Present *Nmap/Ncrack Maintainer / Network Security Researcher*

- Main developer and maintainer of Ncrack, the network authentication cracking tool of Nmap.

Mar 2015 - Cyber Defense Directorate, Hellenic National Defense General Staff

Dec 2015 *Security Analyst*

- Researched and developed a variety of network security projects (mainly C/C++). Conducted malware analysis and performed penetration tests on mission critical infrastructure.

Aug 2012 - PrimaVista

Mar 2015 *Co-founder / Cloud Engineer / Software Engineer*

- Designed and implemented the back-end cloud infrastructure based on Amazon Web Services (EC2, S3). Built an internal REST API on Tornado Web Server and crafted a custom queuing mechanism for load balancing worker tasks using RabbitMQ and Redis.
- Developed a synchronization algorithm tailored for sheet music files and metadata, offering functionality similar to Dropbox/Evernote and ensured data integrity in every possible error case by designing a robust recovery mechanism as part of the synchronization software.
- Designed and developed the Android application from scratch, supporting both mobile phones and tablets for all versions above 2.3. Optimized the user experience by integrating an internal PDF reader for faster image loading. Ensured asynchronous network communication with the back-end server by building the corresponding REST API client library and supporting push notifications through Google Cloud Messaging. Built custom library to support a third party service (MuseScore) through their REST API.

Aug 2012 - Lesspaper

Dec 2012 *Co-founder / Cloud Engineer / Software Engineer*

- Developed the Android application demo for snapping pictures out of a printed page or book, sending them to the back-end server for image processing (Optical Character Recognition) and returning the text back to the user.
- Implemented minimal back-end service by leveraging Parse (parse.com) and Amazon Web Services in addition to building on Tornado Web Server and RabbitMQ.

Demo was accepted in first round of YCombinator.

Apr 2010 - Ncrack

Sep 2010 *Nmap/Ncrack Author / Network Security Researcher*

Continued development of Ncrack, the network authentication cracking tool of the Nmap project.

- Wrote the first working RDP cracker for all modern Windows editions by thoroughly inspecting captured network data and reverse engineering part of the protocol.

Funding was provided by Google, as a student participant in Google Summer of Code.

Apr 2009 - Ncrack

Sep 2009 *Nmap/Ncrack Author / Network Security Researcher*

Developed Ncrack, the network authentication cracking tool of the Nmap project. Ncrack was built in C/C++ using a modular architecture and asynchronous network programming (based on Nmap's Nsock library) for massive parallelism using one thread. Researched the internals and implemented module support for many network protocols including SSH, RDP, FTP, Telnet, HTTP(s), SMB, VNC and POP3(s).

- Built all-encompassing SSH support by hacking the actual OpenSSH client code and converting part of it into a library tailored for Ncrack's non-blocking architecture.
- Improved overall network speed and authentication accuracy by programming a dynamic, optimized timing engine and using reconnaissance probes to collect metrics.

Funding was provided by Google, as a student participant in Google Summer of Code.

Oct 2005 - Computer Engineering & Informatics Department, University of Patras

Nov 2011 *Computer Center Administrator / IT Security Engineer*

- Administered a large variety of computer servers used as the infrastructure of the Computer Engineering and Informatics Department. Conducted penetration tests on mission critical servers and worked with the principal engineers to harden the systems.
- Regulated the distribution of updates and hotfixes in the Computer Center by managing Windows Server Update Services and Active Directory in Windows Server editions. Automated deployment of client systems by leveraging Symantec Ghost and programming scripts. Coordinated the computer administration group and conducted seminars about a variety of technical subjects, focusing on network security.

Education

2005-2012 Master of Engineering (MEng) -

Computer Engineering and Informatics Department, University of Patras, Greece

Grade: 8.46/10

2002-2005 High School - 19.6/20

Research

Exploiting TCP and the Persist Timer Infiniteness

Phrack

Discovered an inherent vulnerability in Transmission Control Protocol (TCP) by exploiting the TCP Persist Timer mechanism. Developed a Proof of Concept tool to demonstrate the attack by using a variety of network techniques: statelessness, client SYN cookies and TCP Timestamp time-keeping.

Abusing Network Protocols

AthCon security conference

Invented a new stealthy port-scanning attack by abusing the popular XMPP.

Hacking the OpenSSH library for Ncrack

Nmap

Analysis of the process of building the OpenSSH-based library for Ncrack's SSH module.

SOCK_RAW Demystified

Thorough analysis of the raw socket mechanism on the Linux 2.6 and FreeBSD 7.0 network stacks. Inspection of behind the scenes process of creating, delivering and receiving raw socket datagrams by delving into network internals of both contemporary kernels.

Projects

■ Logo recognition system

Implemented a full-fledged logo recognition system for my diploma thesis, using OpenCV and Android.

■ Notable projects for courses

- Proof-of-concept Intrusion Detection System for detecting distributed SSH attacks.
- Implemented an auto-defragmentation strategy for the Minix3 filesystem
- Hardware keylogger using microprocessor PIC16F84A

■ National Cyberdefense Exercise PANOPTIS 2011

Participated as one of the representatives from the University of Patras led by Aristeidis Ilias. Coordinated the attacks and set up hacking challenges (red team) for the rest of the participants (blue team) who were required to conduct post mortem log analysis and defend against the intrusion or Denial of Service attempts.

■ Wargames at Fosscomm 2011, Patras

Organized the wargames session for Fosscomm 2011, designing and implementing the three main network hacking challenges.

Software Engineering Skills

■ Programming Languages

C/C++ - most experienced with ANSI C
Python - scripting language of choice
Java & Android - done a lot of development
Javascript, PHP, Perl - working knowledge

■ Technologies

Infrastructure - Amazon EC2/S3, MySQL, RabbitMQ, Tornado, Apache, Redis/memcached
Network debugging - Nmap, tcpdump/wireshark, socat, hping, nc
Operating Systems - GNU/Linux, FreeBSD/OpenBSD (net stacks), Windows Server editions

Distinctions

- **Highest score in school** - Two scholarships for graduating with the highest overall grade in high school.
- **3rd highest score in University** - Scholarship for having entered with the 3rd highest score in the Computer Engineering and Informatics Department, University of Patras.

Languages

- **English** - Full professional proficiency (Cambridge/Michigan Proficiency)
- **German** - Limited working proficiency (Mittelstufe)
- **Japanese** - Elementary proficiency (Level 4 Japanese Language Proficiency Test)
- **Greek** - Native

Interests

Ninjutsu, Guitar, pen-and-paper RPGs, biohacking, cognitive science