Ian Klatzco

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Experience

2026 - **Staff Infrastructure Engineer — Cascading AI**
- Bootstrapped security program as first security hire at YC-backed banking AI SaaS.
- Rewrote entire CI pipeline in second month, halving test suite runtime for 20 engineers.
- Refactored prod AWS account into infra-as-code, saving the company $200k/yr.

2023 - 2025 **Senior AppSec Engineer — Tools for Humanity (Worldcoin)**
- Secured biometric ML models, architecting encryption to prevent model weight extraction.
- Gave conference talk at CCC on offensive approaches to securing edge ML hardware.
- Built scalable AppSec process through actionable dashboards and custom Terraform providers.

2020 - 2022 **Security Consultant — Leviathan Security Group**
- Found hundreds of bugs in web and native applications.
- Promoted from level three to level four in 15 months during COVID.
- Awarded company-internal ”Destroyed Project” for a high score on number of critical bugs.

2018 **Software Engineer, Fuzzing — GRIMM**
- Developed ”Killerbeez” fuzzing framework and wrote conference submissions, documentation.
- Streamlined build system with newly-released CMake feature, accelerating the entire team.
- Made the fuzzer cross-platform, porting it to Linux and Mac.

2017 **Research Intern — Network Security Research Group @ UIUC**
- Reverse engineered 10+ cable modems from a large telecom provider.
- Analyzed firmware and memory dumps to extract filesystems and develop exploits.
- Found 30+ CVE-worthy vulnerabilities, enabling WiFi-range root on affected devices.

Education

2015 - 2019 **Bachelor's, Computer Engineering** — University of Illinois at Urbana-Champaign
- Chancellor’s Scholar — Selective (top 2% of class) honors program.
- Undergraduate TA — Taught other students data structures and operating systems.
- Completed research projects and self-study in security and systems coursework.

Activities

SIGPwny **President (Security Club)** sigpwny.com
- Presented on FERPA privacy at THOTCON 8 and radically kind security groups at Cyphercon 4.
- Developed and taught security exercises every week to a classroom of 20-40 students.
- Bought a server, installed it in a datacenter, and trained my replacements. Still running.

DDRIllini **Treasurer (Rhythm Game Club)** ddrillini.club
- Ran 3 yearly international tournaments of 130+ entrants, growing them about 10% each year.
- Developed VR tech demo, tournament software, and features/bugfixes for open source project.
- Managed $5,000 budget. Maintained Linux game cabinet, teaching 20+ others maintenance skills.

Skills

Programming **Python, C, Rust, x86/RISC-V ASM, Lua, C++, Haskell, SystemVerilog, Ruby, HTML, JS, CSS, SQL**

Tooling **Git, gdb, CMake, Bash, Flask, AWS, IDA, Wireshark, Terraform**

Languages **English (native), Spanish (B2), Polish (B1), Japanese (B1), German (A2), Chinese (A1)**

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