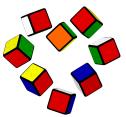
Lucas Garron

lucas@garron.net

garron.net github.com/lgarron



A mathematician and hacker with a specialization in security. Extensive experience in web-related software engineering, and the world's foremost expert in an unusual set of topics.

Education

- Stanford University 2008 to 2012 B.S. in Mathematics
- **Stanford University** 2012 to 2014 M.S. in Computer Science (Theory/Cryptography)

Tech Skills

- **Expertise**: cross-platform web apps, web security, HTML+CSS, JavaScript/TypeScript, Rust, git, code repository organization, shell coding, sysadmin, web standards
- Extensive experience: Go, Java, Python, C, C++, PHP, Mathematica, 3D modeling, UX/accessibility
- Graphics / animation: UI mockups/assets, CSS, SVG, vector/raster editors, ImageMagick
- Sysadmin / webmaster for worldcubeassociation.org, cubing.net, crypto.graphics, etc.

Experience

- Head of Product Engineering at Red Queen Dynamics (startup)
 - Full-stack frontend engineering in Django (Python), backend higher-performance code in Rust
 - General management of technology stack / engineering / development practices
- Product Security at GitHub
 - Internal projects: frontend security, database encryption, internal security consulting
 - Collaborating on open security standards like <u>WebAuthn</u>, passkeys, and trusted types.
 - Started and maintained @github/webauthn-json now a widely used library
- Usable Security Engineer for Chrome web browser at Google Inc. (2014-2017)
 - Contributions to HTTPS adoption (2014-2017), introducing the <u>DevTools security panel</u> (2015)
 - Maintained and developed the the HSTS security preload list (2015-2017)
 - Started and maintained widely used test sites: <u>badssl.com</u> and <u>permission.site</u>
- Security Intern at Dropbox (2013), intern at Wolfram/Alpha (2010)
- Additional experience as teacher, teacher's assistant, researcher, and startup engineer.

Rubik's Cube

- Former President of the *Stanford Cube Club* with experience organizing competitions.
- Co-founder of the WCA Regulations Committee (standards body for Rubik's Cube competitions).
- Maintainer of flagship community software for cubing, such as <u>cubing.js</u> .