

Craig S. Miles

POSITION:

Doctoral Fellow
Software Research Laboratory
The Center for Advanced Computer Studies
The University of Louisiana at Lafayette

EDUCATION:

Master of Science - Computer Science

Completed May 2010
The University of Montana, Missoula, Montana
Thesis: Modern Steganography: An Overview

Bachelor of Science - Mathematical Sciences with an Option into Computer Sciences

Completed June 2007
Oregon State University, Corvallis, Oregon

TEACHING:

CS 102 – Objected Oriented Programming Autumn Semester 2008, The University of Montana

Course Description:

Elementary programming techniques using the Visual BASIC programming language. A wide range of primarily nonmathematical programs will be written by the student and run on a computer.

CS 101 – Object Oriented Programming Spring Semester 2009, The University of Montana

Course Description:

Introduction to object-oriented programming using a visual programming environment. Students create programs using drag-and-drop and these programs control animated on-screen characters and objects.

CS 172 – Computer Modeling Autumn Semester 2009, The University of Montana

Course Description:

Problem solving with spreadsheets and databases using the computer to analyze a set of data; presentation of results of analysis.

ACADEMIC PROJECTS:

VILO

The Vilo project seeks to develop new theories and technologies for countering threats relating to malware: worms, trojans, viruses, rootkits, etc. The main underlying theme of research within Vilo is the discovery and leveraging of reuse within malware. Most malware programs one may find are derived from existing code: from previous versions or published exploits. While code reuse is an advantage to black hats, the Vilo project seeks to turn their advantage into a weakness that can be exploited in defense. It seeks to make fundamental advances in matching codes in executables, and in develop new distributed collaboration techniques so that the knowledge of past malware analyses can be leveraged as new variations are found.

The Distributed Simulation Network

The DSN is a system of discrete simulations running on servers across the internet and using internet protocol; TCP/IP. Each simulation is representative of a critical component of the global transportation infrastructure such as an airport, seaport, barge terminal, etc. The concept of the DSN can also be expanded to include hospitals, response units, etc. that could be used to support disaster response planning and exercises for both civil and military organizations.

- Aided in the development of a configurable airport simulation built in Arena®
- Implemented functionality to output simulation throughput to a MSSQL database
- Constructed airport simulation validation process

EMPLOYMENT HISTORY:

Junior Localization Engineer Translations.com, Corvallis, Oregon January 2008 to August 2008

- Analysis of web sites and applications for localization potential and time/material requirements
- Automation of analysis and file parsing and filtering, plus several other related activities
- Re-engineering of some components (re-coding, and other technical changes to accommodate localization-related adjustments, script writing, as required)
- Ensure compliance with clients requirements and integrity of data;
- Interface and coordinate with project management and art-graphics personnel, sales and customers; provide input to pre-sale planning and estimating of projects
- Provide support to operations and sales management, as required
- Providing quotes on new projects for marketing/sales departments as needed