Following Advanced Modern Cyber Surveillance

DWC

Presentation by **Jack** November 2020



| Time | Activity | | | |
|---------------|--|--|--|--|
| 15:15 – 15:35 | What do I actually do? How did I get here? | | | |
| 15:35 – 15:55 | Practical Session | | | |
| 15:55 – 16:00 | Any questions? | | | |



What do I actually do?

I am a Senior Threat Analyst.

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Research Advanced Persistent Threats (APT) by reverse engineering and using Threat Intelligence tools Document my findings into reports in a *timely* manner to help analysts and stakeholders in a variety of organisations



Develop *signatures* to help identify future behaviour from the same APT *Consult* on threats to organisations

Why do I have a job

| 2 | Wana Decrypt0r 2.0 | | (|
|---|--|--|--|
| | Ooops, your files have bee | n encrypted! | English |
| Payment will be raised on 5/16/2017 00:47:55 Time Left | What Happened to My Computer? Your important files are encrypted. Many of your documents, photos, videos, datab accessible because they have been encrypted. N recover your files, but do not waste your time. our decryption service. Can I Recover My Files? Sure. We guarantee that you can recover all you not so enough time. You can decrypt some of your files for free. Try | ases and other files are 1 Aaybe you are busy look Nobody can recover you ur files safely and easily. | ing for a way to ar files without But you have |
| 02:23:57:37 | You can decrypt some of your files for free. Ity But if you want to decrypt all your files, you ne You only have 3 days to submit the payment. At Also, if you don't pay in 7 days, you won't be at We will have free events for users who are so p | ed to pay. fter that the price will be ble to recover your files | e doubled. forever. |
| Your files will be lost on 5/20/2017 00:47:55 Time Left 8/6 # 23 # 57 # 37 | How Do I Pay? Payment is accepted in Bitcoin only. For more Please check the current price of Bitcoin and bu click «How to buy bitcoins». And send the correct amount to the address spe After your payment, click «Check Payment». Bu | information, click <abou uy some bitcoins. For mo cified in this window.</abou | at bitcoin>. pre information, |
| <u>About bitcoin</u> <u>How to buy bitcoins?</u> | Send \$300 worth of b ACCEPTED HERE | itcoin to this address Igw519p7AA8isjr6SMv | |
| Contact Us | Check Payment | Decr | ypt |



---Warninig---

Wei ve already warned you, and this is just a beginning. We continue till our request be met. Wei ve obtained all your internal data including your secrets and top secrets. If you doni t obey us, wei II release data shown below to the world. Determine what will you do till November the 24th, 11:00 PM(GMT). Post an email address and the following sentence on your twitter and facebook,

WANTED BY THE FBI

APT 10 GROUP

Conspiracy to Commit Computer Intrusions; Conspiracy to Commit Wire Fraud; Aggravated Identity Theft





ZHANG SHILONG



WANTED BY THE FBI

CONSPIRACY TO COMMIT COMPUTER FRAUD; CONSPIRACY TO COMMIT WIRE FRAUD; WIRE FRAUD; AGGRAVATED IDENTITY THEFT; CONSPIRACY TO COMMIT MONEY LAUNDERING

GRU HACKING TO UNDERMINE ANTI-DOPING EFFORTS







Reverse Engineering? Malware?

- I find a malicious "sample" and try to learn as much as possible about its functionality.
- A "samples" contents can range from executables, documents, apps, to unknown file formats
- Reverse engineering an executable can be tricky; you must have knowledge of compilers, assembly and Windows API.
- They look scary, but after a while you get used to them.

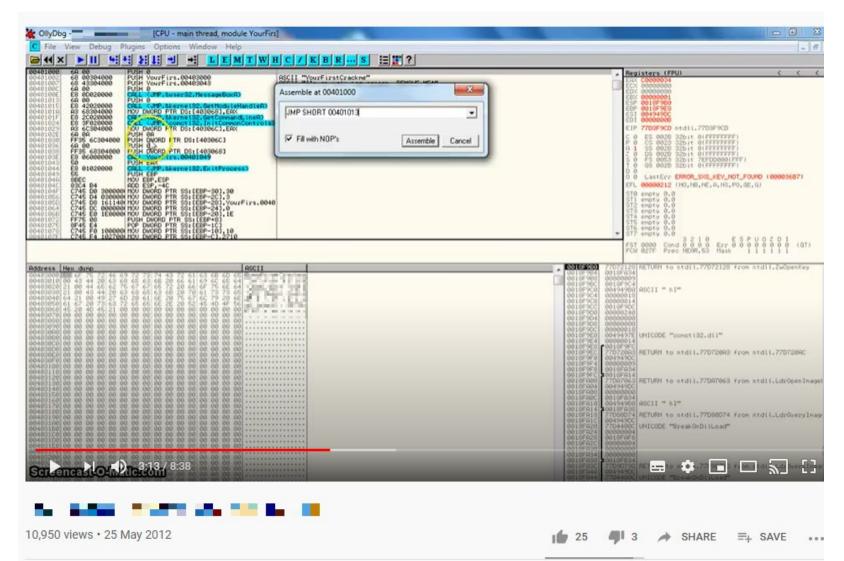
| 0115C9 | BD | E8 7AB90000 | <pre>call <pe-sieve32.sub_116833c></pe-sieve32.sub_116833c></pre> | EntryPoint |
|--------|---------------------------------------|-------------|---|-------------|
| 0115C9 | C2 ^ | E9 95FEFFFF | jmp pe-sieve32.115C85C | |
| 0115C9 | C7 [\$ | 8BFF | mov edi,edi | sub_115C9C7 |
| 0115C9 | C9 . | 55 | push ebp | |
| 0115C9 | CA . | 8BEC | mov.ebp_esp | |
| 0115C9 | CC . | 51 | push ecx | |
| 0115C9 | CD . | 8365 FC 00 | and dword ptr ss:[ebp-4]_0 | |
| 0115C9 | D1 . | | push esi | |
| 0115C9 | D2 . | 8D45 FC | <pre>lea eax_dword ptr ss:[ebp-4]</pre> | |
| 0115C9 | | 50 | push eax | |
| 0115C9 | | FF75 ØC | <pre>push dword ptr ss:[ebp+C]</pre> | |
| | and the second second | FF75 08 | <pre>push dword ptr ss:[ebp+8]</pre> | |
| | 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 | E8 F6B90000 | <pre>call <pe-sieve32.sub_11683d7></pe-sieve32.sub_11683d7></pre> | |
| | E1 . | | mov esi,eax | |
| | | 83C4 0C | add esp _a c | |
| | E6 . | | test esi,esi | |
| 0115C9 | | 75 18 | jne pe-sieve32.115CA02 | |
| 0115C9 | | 3945 FC | <pre>cmp dword ptr ss:[ebp-4]_eax</pre> | |
| 0115C9 | Contraction of the local distance | 74 13 | je pe-sieve32.115CA02 | |
| 0115C9 | | | <pre>call <pe-sieve32.sub_115d0aa></pe-sieve32.sub_115d0aa></pre> | |
| 0115C9 | | | test eax_eax | |
| 0115C9 | Sector Contractor | 74 ØA | je pe-sieve32.115CA02 | |
| 0115C9 | F8 | E8 AD060000 | call <pe-sieve32.sub 115d0aa=""></pe-sieve32.sub> | |

| text:0041662C 070 04 00 46 AC text:00416630 070 08 00 47 AC text:00416630 070 08 00 47 AC text:00416630 070 06 00 10 text:0041663C text:0041663C text:0041663C text:0041664C 070 18 00 48 AC text:00416640 070 18 08 04 8F text:00416644 070 1C 80 85 8F text:00416644 070 1C 80 85 8F text:00416658 070 10 00 A2 AF text:00416658 070 10 00 A2 AF text:00416658 070 40 00 A7 8F text:00416658 070 20 83 99 8F text:00416656 070 14 00 A2 8F text:00416656 070 34 00 A2 8F text:00416656 070 34 00 A2 8F text:00416658 070 20 83 99 8F text:00416658 070 3C 00 A6 8F text:00416668 070 80 03 68 42 45 | sw b | <pre>\$a2, (buffer+4 - 0x100036B0)(\$v \$a3, (buffer+8 - 0x100036B0)(\$v</pre> | | | _ | |
|---|-------------|--|--------|-------|---|--|
| text:00416634 070 14 00 00 10 text:00416638 070 0C 00 48 AC text:0041663C text:0041663C text:0041663C text:0041663C 070 44 00 A2 8F text:00416640 070 1E 80 85 8F text:00416640 070 1E 80 85 8F text:00416640 070 1E 80 85 8F text:00416640 070 10 00 A2 AF text:00416650 070 38 00 A2 8F text:00416650 070 40 00 A7 8F text:00416650 070 14 00 A2 AF text:00416650 070 14 00 A2 AF text:00416650 070 34 00 A2 8F text:00416650 070 34 00 A2 8F text:00416650 070 34 00 A2 8F text:00416650 070 34 00 A2 8F | ь | | a) | | 1 | <pre>int monitor_printf(const char *a1,)</pre> |
| text:00416638 070 0C 00 48 AC text:0041663C text:0041663C text:0041663C text:0041663C 070 44 00 A2 8F text:00416640 070 1E 80 84 8F text:00416640 070 1E 80 85 8F text:00416640 070 1C 80 85 8F text:00416640 070 1C 80 85 8F text:00416654 070 1C 80 82 8F text:00416658 070 20 83 99 8F text:00416658 070 20 83 99 8F text:00416656 070 14 00 A2 AF text:00416656 070 14 00 A2 8F text:00416656 070 3C 00 A6 8F | | 1 | | | | { |
| text:0041663C text:0041663C text:0041663C text:0041663C text:0041663C text:00416640 070 18 80 84 8F text:00416644 070 1C 80 85 8F text:00416648 070 9C FF 42 24 text:00416654 070 10 00 A2 8F text:00416654 070 40 00 A7 8F text:00416655 070 14 00 A2 AF text:00416656 070 14 00 A2 AF text:00416656 070 14 00 A2 8F text:00416666 070 3C 00 A6 8F | SW | loc_416688 | | | | int *v2; // \$s1 |
| text:0041663C text:0041663C text:0041663C text:00416640 070 18 80 84 8F text:00416644 070 1C 80 85 8F text:00416648 070 9C FF 42 24 text:00416648 070 9C FF 42 24 text:00416650 070 38 00 A2 8F text:00416650 070 40 00 A7 8F text:00416650 070 14 00 A2 AF text:00416650 070 14 00 A2 AF text:00416650 070 34 00 A2 8F text:00416660 070 34 00 A2 8F text:00416660 070 36 00 A6 8F | | <pre>\$t0, (buffer+0xC - 0x100036B0)(</pre> | \$v0) | | | size_t v3; // \$s2 |
| text:0041663C text:0041663C 070 44 00 A2 8F text:00416640 070 18 80 84 8F text:00416644 070 1C 80 85 8F text:00416644 070 1C 80 85 8F text:00416654 070 10 00 A2 AF text:00416656 070 38 00 A2 8F text:00416658 070 20 83 99 8F text:00416656 070 14 00 A2 AF text:00416656 070 14 00 A2 AF text:00416660 070 34 00 A2 8F text:00416660 070 3C 00 A6 8F | # | | | | | int i; // \$s0 |
| text:0041663C 070 44 00 A2 SF text:00416640 070 18 80 A8 SF text:00416644 070 12 80 85 SF text:00416644 070 12 80 85 SF text:00416646 070 90 FF 42 44 text:00416654 070 10 06 A2 AF text:00416654 070 38 00 A2 AF text:00416654 070 40 00 A7 BF text:00416654 070 40 00 A7 BF text:00416654 070 14 00 A2 AF text:00416656 070 14 00 A2 AF text:00416656 070 34 00 A2 AF text:00416656 070 34 00 A2 AF text:004166664 070 32 | | | | | | int result; // \$v0 |
| text:00416640 070 18 80 84 8F text:00416644 070 1C 80 85 8F text:00416648 070 9C FF 42 24 text:00416654 070 10 00 A2 AF text:00416650 070 38 00 A2 8F text:00416650 070 20 83 99 8F text:00416650 070 14 00 A2 AF text:00416650 070 34 00 A2 8F text:00416660 070 34 00 A2 8F text:00416660 070 36 00 A6 8F | loc_41663C: | <pre># CODE XREF: monitor_p</pre> | rintf+ | -5C↑j | | struct timeval v6; // [sp+28h] [-38h] BYREF |
| text:00416644 070 1C 80 85 8F text:00416648 070 9C FF 42 24 text:0041664C 070 10 00 A2 AF text:00416650 070 38 00 A2 8F text:00416654 070 40 00 A7 8F text:00416658 070 20 83 99 8F text:00416656 070 14 00 A2 AF text:00416666 070 34 00 A2 8F text:00416664 070 3C 00 A6 8F | lw | \$v0, 0x60+var_1C(\$sp) | | | | struct tm v7; // [sp+30h] [-30h] BYREF |
| text:00416648 070 9C FF 42 24 text:0041664C 070 10 00 A2 AF text:00416650 070 38 00 A2 8F text:00416658 070 40 00 A7 8F text:00416658 070 20 83 99 8F text:0041665C 070 14 00 A2 AF text:0041665C 070 14 00 A2 8F text:00416664 070 3C 00 A6 8F | la | \$a0, dword_10000000 | | | | <pre>va_list va; // [sp+74h] [+14h] BYREF</pre> |
| text:0041664C 070 10 00 A2 AF text:00416550 070 38 00 A2 8F text:00416654 070 40 00 A7 8F text:00416654 070 40 00 A7 8F text:00416655 070 14 00 A2 AF text:00416660 070 34 00 A2 8F text:00416664 070 3C 00 A6 8F | la | \$a1, unk_490000 | | | | |
| text:00416650 070 38 00 A2 8F text:00416654 070 40 00 A7 8F text:00416658 070 20 83 99 8F text:0041665C 070 14 00 A2 AF text:00416660 070 34 00 A2 8F text:00416664 070 3C 00 A6 8F | addiu | \$v0, -0x64 | | | | <pre>va_start(va, a1);</pre> |
| text:00416654 070 40 00 A7 8F text:00416658 070 20 83 99 8F text:0041665C 070 14 00 A2 AF text:00416660 070 34 00 A2 8F text:00416664 070 3C 00 A6 8F | SW | \$v0, 0x60+var_50(\$sp) | | | | <pre>if (gettimeofday(&v6, 0) >= 0</pre> |
| text:00416658 070 20 83 99 8F text:0041665C 070 14 00 A2 AF text:00416660 070 34 00 A2 8F text:00416664 070 3C 00 A6 8F | lw | \$v0, 0x60+var_28(\$sp) | | | | && localtime_r(&v6.tv_sec, &v7)) |
| text:0041665C 070 14 00 A2 AF text:00416660 070 34 00 A2 8F text:00416664 070 3C 00 A6 8F | lw | \$a3, 0x60+var_20(\$sp) | | | | { |
| text:00416660 070 34 00 A2 8F text:00416664 070 3C 00 A6 8F | la | \$t9, sprintf | | | | sprintf(|
| text:00416664 070 3C 00 A6 8F | SW | \$v0, 0x60+var_4C(\$sp) | | | | buffer, |
| | lw | \$v0, 0x60+var_2C(\$sp) | | | | "%02d.%02d.%02d %02d:%02d:%02d", |
| text:00416668 070 B0 36 84 24 | lw | \$a2, 0x60+var_24(\$sp) | | | | v7.tm_mday, |
| | addiu | \$a0, (buffer - 0x1000000) # s | | | | v7.tm_mon + 1, |
| text:0041666C 070 18 00 A2 AF | SW | \$v0, 0x60+var_48(\$sp) | | | | v7.tm_year - 100, |
| text:00416670 070 30 00 A2 8F | lw | \$v0, 0x60+var_30(\$sp) | | | | v7.tm_hour, |
| text:00416674 070 28 18 A5 24 | addiu | \$a1, (a02d02d02d02d02 - 0x49000 | 0) # | "%02 | | v7.tm_min, |
| text:00416678 070 01 00 E7 24 | addiu | \$a3, 1 | | | | v7.tm_sec); |
| text:0041667C 070 09 F8 20 03 | jalr | \$t9 ; sprintf | | | | } |
| text:00416680 070 1C 00 A2 AF | SW | \$v0, 0x60+var_44(\$sp) | | | | else |
| text:00416684 070 20 00 BC 8F | lw | <pre>\$gp, 0x60+var_40(\$sp)</pre> | | | | { |
| text:00416688 | | | | | | strcpy(buffer, "00.00.00 00:00:00"); |
| text:00416688 | loc 416688: | <pre># CODE XREF: monitor p</pre> | rintf+ | -981j | | } |
| text:00416688 070 18 80 84 8F | la | \$a0, dword_10000000 | | | | <pre>v2 = &monitor_conns;</pre> |
| text:0041668C 070 28 88 99 8F | la | \$t9, vsnprintf | | | | v3 = vsnprintf(|
| text:00416690 070 21 30 00 02 | move | \$a2, \$s0 # format | | | | &buffer[17], |
| text:00416694 070 C1 36 84 24 | addiu | \$a0, (buffer+0x11 - 0x10000000) | # s | | | 0x3EFu, |
| 001667C 0041667C: mor | nitor pri | ntf+ (Synchronized with | Pse | ude | J | a1, |
| | | | | > | | 0001667c monitor printf:15 (41667c (Synchron |

How did I get here? [2009]

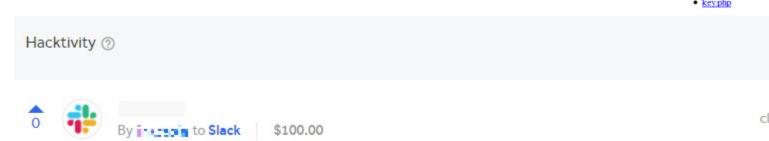
| Game Maker Home YoYo Games Glog Wiki GMC Rules and Forum Rules | | | Calendar Members Search Help |
|---|--------|---------|---|
| Welcome Guest (Log In Register) | | | |
| Game Maker Community | | | |
| Welcome back; your last visit was: Today, 05:40 AM Game Maker Community latest news: <u>Staff Changes</u> | | | User Name GO |
| General | | | Collapse |
| Forum | Topics | Replies | Last Post Info |
| Announcements Posts This forum will only contain official announcements by the administrators of this community. No replies are possible here. | 82 | 32 | <mark>≫Last Post</mark> Jun 11 2009, 11:26 PM In: <u>Staff Changes</u> By: <u>KC LC</u> |
| Forum Rules and Regulations New READ this forum for rules that pertain to this board. You will find updates to current rules and amendments to the rules. Posts Forum Led by: Local Moderators | 13 | 0 | <u> Signature And Avatar Rules</u> In: <u>Signature And Avatar Rules</u> By: <u>KC LC</u> |
| The Community New This forum is meant for discussions about this community. Please read the rules and pinned topics prior to posting. Posts Subforums: Spam Box Forum Led by: Local Moderators | 5170 | 121182 | P <u>Last Post</u> Today, 04:17 AM In: <u>It's Been A While.</u> By: <u>FredFredrickson</u> |
| Web Site Announcements New This forum is the place for you to announce your Game Maker related web sites to the rest of the community. No forum announcements allowed. Posts Forum Led by: Local Moderators | 3879 | 44354 | <u>PLast Post</u> Today, 02:50 AM In: <u>Bh Game Store</u> By: <u>bobhoil</u> |
| Team Requests New This forum is for requesting team members for your projects. Posts Forum Led by: Local Moderators | 2477 | 103 | <u>Jast Post</u> Today, 04:56 AM In: <u>Game For All Ages Team</u> By: <u>Pimpinitout</u> |
| | | | |

How did I get here? [2012]



How did I get here? [2015]

- Went to London Metropolitan University on a 3 year course on Cyber Security and Forensics
- Started participating on bug bounties and CTFs related to pentesting
- Started researching malware and documenting on a blog
- Attempted to find vulnerabilities in software

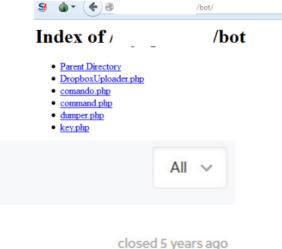


FighterPOS – DIY Malware

AUGUST 8, 2015

I would first like to credit TrendMicro with their initial research on FighterPOS. There have been an emegerence of new domains for FighterPOS recently and I discovered a whole load of other possible domains that could be used for the command and control. This particular peice of malware uses a open source VB6 peice of malware called 'vnLoader'. The author of FighterPOS has either got himself or asked someone else to create a modified version to use as POS malware.

A correlation of all the panel domains is that they have no index in most directories, you can wade through most of the website without any problems allowing me to discover some differences to vnLoader and some strange pages. vnLoader was littered with SQL injections allowing anyone to take control of a panel easily. It seems the malware owner has fixed this or the hosting providers WAF is working well.



How did I get here? [2017]

- Went through a load of interviews through recruiters for cyber security based roles
 - Usually didn't go well
 - Constantly had recruiters on my back
 - Was sent largely to financial firms
 - That interview which made me move away from security positions in finance
- Tweeted that I would like a job in cyber security and got a great response
 - Got a bunch of interviews
 - Chose the one which suited me and was happy with
 - Kept at it ever since



Advice

- Build a profile of yourself if possible
- Don't worry about not having technical skills straight away
- Segment work/university work and personal projects (If you want one)
- Engage in infosec communities online/offline (Meetups, Twitter threads, conferences etc.)
- Don't be disheartened by rejection
- Parts of infosec are cliquey



Practical Session

Considerations

- A 20 minute malware analysis session isn't going to be helpful
- Showing a malicious sample doesn't seem like a great idea
- Reversing legitimate software is a no go
- Let me show you a technique attackers use!

What you will need

- <u>https://github.com/rcx/tinyPE/blob/master/smallest-pe.exe</u> Trust me its not malicious, but I understand if you are not comfortable
- HxD <u>https://mh-nexus.de/en/hxd/</u> (Or any hex editor)
- x32dbg <u>https://sourceforge.net/projects/x64dbg/files/snapshots/</u> (Or any debugger)
- A Windows Laptop
- <u>https://defuse.ca/online-x86-assembler.htm</u> (If you want try to play around)

Whats going on

| Code |
|--|
| <pre>byte[] var eaxRet = GetPEB(); byte[] var retDebug = eaxRet[2]; if(retDebug == 0x01) { goto exception } else { normal_func</pre> |
| |



Thanks

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@linkcabin

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