

Fuad Veliev

Undergraduate computer engineering student

[Matrix](#) [Email](#) [PGP](#) [GitHub](#) [ArchWiki](#) [OSM](#)



Welcome to my resume! The first part of it is a short free-form narrative, something I would be curious to read from a person I am going to work with. The second part is a more traditional bullet-list skeleton of my skills and activities.

Narrative

My interests mainly emerged from math. Math shapes the way I think about computers and programming, if not how I reason overall. I enjoy solving an occasional puzzle, being a part of my high school's math team, or just conversing with someone about an interesting concept or theorem.

But these interests adapt with me. Be it a change in environment, a personal discovery, or just a new operating system, I see everything through the prism of curiosity. Once I am interested, I dig deeper and find related acquaintances. This is how I learned about Linux and the variety of its applications and tools (that I now use on a daily basis). Consequently, I wrote an [article](#) on the application of ML in kernel design, and maintain a handful of articles on the [Arch Linux Wiki](#).

I enjoy code that is relatively simple and robust, which not only accomplishes its objective, but does it in a correct, efficient, and easily explicable way. I am allergic to monstrous complexities and prefer doing things step-by-step, even beyond programming. See [swaysensor](#) for an example of program I wrote that represents this approach.

I love contributing to open communities. Contribution is an enjoyable act by itself, but I also make sure to maintain my initial inputs. For a while, I volunteered at a laptop repair service, where I assisted in diagnosing and fixing motherboard defects and failures. My current user contributions comprise of the aforementioned ArchWiki edits and articles, as well as of polling and adding new places to [OpenStreetMap](#).

Education

- 2025 — 2029, B.S. in Computer Engineering (*first year*)
University at Buffalo, New York, United States

Skills

- **Languages:** C (fluent), Rust (beginner)
- **Tools:** Vim, Git, GCC, Make, Bash, Coreutils
- **Misc. experience:** systemd, SQLite, LaTeX, Microsoft Office

Projects and Contributions

- **swaysensor:** A sleek and efficient integration of [iio-sensor-proxy](#) for window managers, written in C. Supports auto-rotation, ambient light updates, compass updates, and interaction on proximity sensor signals.
- **lmsti:** A small Python bot for communicating with LM Studio through Telegram. Made for my friend and transferred under his governance.
- **ArchWiki** (*contrib.*): Maintenance of several articles about Arch Linux running on Lenovo Yoga laptops.
- **OpenStreetMap** (*contrib.*): Inclusion of places in my vicinity to the map.

Experience

Technic Bar

Jul 2024 — Mar 2025

At Technic Bar, I helped with diagnostics and repair of laptop motherboards, and performed quality tests afterwards. My patient diligence in studying schematics and my communication skills helped me become a valuable assistant in this concurrent process.

Mathematics tutor

May 2021 — Feb 2023

As a high school math tutor, I tried my best to deliver relevant knowledge in a clear and friendly manner. This experience significantly improved my communication and speaking skills. I created and assessed personalized homework assignments. Taught a total of five students.