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Class of 2029 (BS)
Computer Engineering
University at Buffalo

Projects

swaysensor (<https://github.com/flatmoll/swaysensor>)

lmsti ([archive](https://github.com/flatmoll/lmsti))
(<https://github.com/flatmoll/lmsti>)

Papers

Machine learning
in kernel design
(<https://zenodo.org/records/15171332>)

Profiles

GitHub (<https://github.com/flatmoll/>)

LinkedIn (<https://>)

Welcome to my resume! The first part of it is a short free-form narrative, something I would be excited 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 adding new places to [OpenStreetMap](#).

Education

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

Target competencies

Topics I plan to articulate among my college extracurriculars and to gain the most proficiency in.

- Computer architecture
- Real-time operating systems
- Computer firmware design

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 `io-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.