FLATMOLL

Fuad Veliev, 19
Class of 2029 (BS)
Computer Engineering
University at Buffalo

Projects

swaysensor

lmsti (archive)

Papers

Machine learning
in kernel design

Profiles

GitHub

LinkedIn

ArchWiki

OpenStreetMap

Contact

Matrix:
  @fmoll:envs.net
Email:
  fmoll@krutt.org

PGP public key

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 am 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 `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 governace.
- **ArchWiki** *(contrib.)*: Maintainance 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 speking skills. I created and assessed personalized homework assignments. Taught a total of five students.