

Self-driven software developer experienced in C, C++, Python, and Linux with projects ranging from a game engine to a userspace device driver, seeking an entry-level position.

Website and Full Portfolio: [🔗https://scuti.neocities.org/](https://scuti.neocities.org/)

PROJECTS

reflex2q3 (*Cross-engine Map Converter*)

[🔗codeberg.org/scuti/reflex2q3](https://codeberg.org/scuti/reflex2q3) [🔗scuti.neocities.org/pages/reflex2q3...](https://scuti.neocities.org/pages/reflex2q3...)

- Developed a tool to convert Reflex Arena map files to Quake III, handling differences in entity definitions and metadata.
- Updated parser for plain-text map files, enabling automated translation of map structures.
- Resolved a severe geometry and collision bug by correctly computing face counts.

hanvon-linux (*Userspace Linux Driver*)

[🔗codeberg.org/scuti/hanvon-linux](https://codeberg.org/scuti/hanvon-linux) [🔗scuti.neocities.org/pages/hanvon-linux](https://scuti.neocities.org/pages/hanvon-linux)

- Built a userspace driver in C to enable legacy Hanvon pen tablet support on modern Linux systems.
- Used low-level USB libraries and input event frameworks to read device packets and interpret pen input.
- Enabled input in drawing applications (e.g Krita), proving usability beyond cursor emulation.

xdfcgi (*Game Server Dashboard & Leaderboard Import*)

[🔗codeberg.org/scuti/xdfcgi](https://codeberg.org/scuti/xdfcgi)

- Built a web dashboard displaying player leaderboards.
- Imported and cleaned server leaderboard data into an SQLite3 database for efficient querying and reporting.
- Delivered a usable system for the administrator and players, improving engagement and transparency.

lib3ddevil1 (*Library and demos*)

[🔗codeberg.org/scuti/lib3ddevil1](https://codeberg.org/scuti/lib3ddevil1)

- Developed tools to read and export 3D models and textures from proprietary formats.
- Implemented foreign function interface to Python using ctypes.

WORK EXPERIENCE

Wildfire Games

Open Source Contributor (2024 Dec, Intermittent)

- Contributed to pyrogenesis, the custom game engine of *0 A.D*; credited in the Alpha 27 release.
- Improved build documentation for Void Linux.
- Facilitated improved mesh validation and CI pipeline checks, preventing black screen bugs.

Analyst (LC-MS) (2023 Mar - Current) ← Lab Assistant (2021 Aug)

- Performed initial data review of results.
- Prepared biological specimens for LC-MS analysis including extraction and batch setup.

SELF-STUDY

- Udacity | **Data Science Nanodegree** (*In-progress*)
- Udacity | **Intro to Machine Learning** [🔗/pages/ud120-online-course...](https://codeberg.org/scuti/pages/ud120-online-course...)

CONTACT / INFO

- **Skills:** git, C, C++, Python, Lua, Ada, SQL, HTML, CSS, data visualization, basic machine learning
- **Languages:** English, French
- **E-mail:** scuti@tutamail.com
- **git:** <https://codeberg.org/scuti>
- **Real Name:** *****