Curriculum vitae

About

Name
Knot (they/he)

Email
cddepppp256@pm.me

Phone
(*Redacted from public version*)

Note: Due to strict anti-spam settings, I will not receive calls unless the number has explicitly been added to my contacts. I would prefer contact via email.

Links

GitHub: https://github.com/knot126

Website: https://knot126.github.io/

Codeberg: https://codeberg.org/knot126

YouTube: https://youtube.com/@knot126

Projects

Shatter (2020 – present)

Extension for Blender which allows editing levels for the game *Smash Hit*. Includes basic documentation, quick level testing via a special modified client and built in server.

Key Points: Python, Blender Extensions, 3D, Reverse Engineering

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Melon (2021 – present)

C library designed to abstract over OS API differences and be simpler to use than programming directly. Also includes nice utilities, like storage management, without extra dependices.

Key Points: C, POSIX Usage, Libraries

Quick Run Engine (2021 – 2022)

Basic game engine programmed in C for a video game I was making. Supported graphics in OpenGL, a basic custom physics engine, scripting and had later expriments with procedureal content and non-triangle geometry.

Key Points: C, Lua, OpenGL, Graphics

Katten Server (2023 – present)

A reimplementation of the *Touch Pets: Cats* game server, including a partial reimplementation of the Plus+ social gaming network which is required for the game to function.

Key Points: PHP, Python, MongoDB, Reverse Engineering

Leaf (2024 – present)

An easy to integrate (single header) ELF loader focused on allowing modification of libraries and programs at runtime.

Key Points: Program Loading, POSIX

Skills

General skills

- Programming
- Reverse engineering

Programming Languages

- C (and some C++)
- Python
- Lua
- HTML/CSS/JavaScript (*basic* Web programming)
- PHP
- Also have basic knowledge of D, Java, Smalltalk,

Common Lisp and can work in them if required

Frameworks

- OpenGL
- Blender Extensions
- Flask
- UNIX-like enviornments
- discord.py

Education

Graduated from Secondary School in 2024

Though saying I graduated is a bit of a strech. The best experience I ever had in High School was failing three classes to learn Calculus using Khan Academy. It probably wasn't the most solid way to learn calculus, but it was fun and while rusty I still feel pretty good about it.

Note

I do **not** use AI in any form for my work, and I do **not** wish to ever use AI in the future. If a job would require using or working with AI, then I am **not** intrested in the job. Thank you.