Maika Namuo

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Software developer and open-source maintainer working in Rust, C, and Linux systems, with experience in audio DSP, performance profiling, and reverse engineering.

Software Development Experience

OpenMeters Sep 2025 - Present

Creator & Maintainer (independent open source) | Rust, WGSL, PipeWire, wgpu

- Created a GPU-accelerated Linux audio-analysis application with six real-time visualizations, eight-channel PipeWire capture, and 200+ GitHub stars.
- Implemented time-frequency reassignment from Auger and Flandrin (1995), using short-time Fourier transforms with ordinary, derivative, and time-weighted windows.
- Implemented ITU-R BS.1770-5 K-weighted loudness and true-peak metering, plus the IEC 61672-1 A-weighting reference curve for spectrum analysis.
- Validated momentary and short-term loudness against libebur128 at 44.1, 48, and 96 kHz; regression tests enforce <0.0001 LUFS error in tested cases.
- Reduced memory use by 55% with bit-packed GPU data (200 to 90 MB PSS, same workload).
- Automated linting, unit and isolated PipeWire integration tests, and Debian/RPM/tarball releases with GitHub Actions.

Waycrate / iced_layershell Feb 2026 - Present

Contributor & Co-maintainer (open source) | Rust, Wayland

- Replaced a fixed 50 ms refresh gate with Wayland-event-driven redraws.
- Contributed six merged Rust pull requests, including shared keyboard handling across three crates; accepted an invitation to co-maintain in June 2026.

maika.software Apr 2025 - Present

Developer (personal project) | TypeScript, SvelteKit, HTML/CSS

- Built a statically prerendered SvelteKit site designed for compatibility and accessibility; kept articles readable without JavaScript and added progressive tag filtering.
- Implemented Markdown publishing with KaTeX math and Prism syntax highlighting, strict metadata validation, and regression tests for parsing and rendering.

Additional Experience

Cochise Athletic Club | Front Desk Associate Feb 2026 - Present

Assist customers, complete administrative paperwork, and support daily facility operations.

Buena Bands | Section Leader & Drum Technician Aug 2022 - May 2025

Coordinated rehearsals, maintained percussion equipment, and mentored new members.

Technical Skills

Languages: Rust, C, TypeScript, JavaScript, WGSL, x86-64 assembly
Systems & frameworks: Linux (Gentoo, RHEL, Debian), Wayland, PipeWire, wgpu, SvelteKit
Tools & practices: Git, Cargo, GitHub Actions, GDB, Ghidra, unit/integration testing, profiling, reverse engineering

Education & Certifications

CompTIA Security+ | Exam preparation In progress

Buena High School | High School Diploma May 2025