

\$ whoami

Andrey Rulev

L2 tech support engineer by day, developer by hobby. I build C++ desktop tools and graphics mods, an Android TV app and Python bots. No commercial development experience yet — the projects below are the proof.

jacktuborg@gmail.com telegram ↗ github ↗

location	Voronezh, RU
format	remote / hybrid
english	C1
day job	L2 support @ Jivo
status	● open to offers

Pet projects

Desktop tools, graphics mods, an Android TV app and bots. Statuses are honest: some are finished, some are still in progress.

working mod

★ 12 stars

Catalyst Clarity

Drop-in mod that adds DLSS Super Resolution and DLAA to Mirror's Edge Catalyst, replacing its TAA and running post-processing at output resolution.

C++HLSLDirect3D 11DLSSRenderDoc

source ↗download ↗

working · active dev

desktop · C++

CSF Mission Editor

Cross-platform mission editor for Commandos: Strike Force — map and actor placement, visual objectives and triggers, cutscene timelines, Blender authoring and a build/deploy/rollback workflow.

C++20OpenGLDear ImGuiBlender PythonGitHub Actions

source ↗download ↗

working · active dev

tv · kotlin

Rezka TV

Unofficial HDRezka client for Android TV: remote-friendly navigation, search, subtitle and quality controls, watch history and QR login from a phone over the local network.

KotlinCompose for TVMedia3OkHttp

private repo

in development engine · C++ OpenHPL1 Modernizing Frictional Games' open-source HPL1 engine for native 64-bit Linux and Windows: SDL3, Newton physics, a core OpenGL renderer with regression tests. C++17 SDL3 OpenGL / GLSL CMake / CTest not public yet	working telegram bot · python IG Spider Telegram bot that turns Instagram links into photos, videos and albums in a group chat. Falls back from self-hosted cobalt to Instagram's API to yt-dlp, and remembers uploads so reposts are instant. Runs as a Docker Compose stack with test-gated updates. Python aiogram SQLite FFmpeg Docker Compose private repo	working telegram bot · python Steam Spider Telegram bot that turns friends' Steam activity and Dota 2 matches into session updates, leaderboards and weekly recaps, in English, Russian or Ukrainian. Polls OpenDota within its rate limits. Python asyncio OpenDota API systemd private repo
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KCD Clarity in development	DLSS mod for Kingdom Come: Deliverance. DLAA at native resolution already runs in game, on motion vectors synthesized from depth and object velocity; DLSS upscaling is in progress. Headless IDA and RenderDoc scripts for per-pass debugging. C++20 HLSL DLSS IDA	not public yet
CSF-RE research	Reconstructing the Commandos: Strike Force executable in C++. A multi-agent Claude/Codex pipeline writes the replacement functions; I orchestrate it and review the output, with ABI gates and Unicorn differential tests against the original. C++20 Python Unicorn LLM agents	not public yet
Mini DVR research	Reverse engineering a cheap analog recorder to get proper PAL out of it: Python analysis of its AVI/MJPEG recordings and an identified board (TVP5150 decoder, 12-bit ADC audio). Next: a verified SPI flash dump, then custom firmware for native 720×576 and better audio. Python AVI / MJPEG hardware RE	not public yet
csf-pak-man working	Archive manager for Commandos: Strike Force on PC, PS2 and Xbox, with a GUI and a CLI. Round-trip tests in CTest; Windows CI packages a portable build. The CSF Mission Editor ships with it built in. C++20 CMake / CTest GitHub Actions	source ↗

