Badreddine Zitouni (Quivery)

Roblox Systems Engineer · Luau · roblox-ts

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Summary

Roblox systems engineer with 6 years of Luau, focused on data, architecture and tooling for live games. Built and ran a live game peaking at 500–1,000 concurrent players solo, end to end. Author of Geode, an open-source multi-layer data framework, and Loupe, a Studio data manager plugin. Open to full-time or part-time remote contracts.

Experience

Locked In Studios — Systems Engineer · Jul 2026 – Nov 2026

- Built +1 Aura Battles solo, end to end: game loop, data, UI and networking. 500–1,000 concurrent players, 541K+ visits. Ran its live ops after launch.
- Built the shared system family behind +1 Backflip Keyboard Escape, +1 Speed Spiderman Escape and +1 Jetpack Escape Obby: core game loop, data layer, menus and animations, and a character attachment service.
- Added swinging mechanics and a leaner game structure for the Spiderman title, then refactored the shared code for readability across all three.

MountainGames Studio — UI & Data Developer · Mar 2025 – Feb 2026

- Brainrot Simulator: built and scripted the UI with complex animations, plus the UI-linked data and networking layer.
- JBA Battleground: attacks and abilities wired to pre-made animations, a physics handler for ground effects, and an animated emote UI on my data system. Production was later halted by the studio.

Freelance commissions · before 2025

- Donation Disasters: stall claiming, global leaderboards, and a live donation board on MessagingService and MemoryStoreService.
- Vehicle system: merged A-Chassis with Roblox's networking module, plus fixes, lock/unlock and a colour palette for the client.

Selected projects

- **Geode** — open-source Roblox data framework layering DataStore, MemoryStore and MessagingService, with guards, reactive mutations and server-to-client sync. Published on Wally and npm (@rbxts/geode).
- **Loupe** — Studio plugin for inspecting and editing any DataStore key, with library-aware views starting with Geode. Free on the Creator Store.
- **Ranked matchmaking** — cross-server matchmaking on MemoryStoreSortedMap with atomic claiming so servers never race on pairing, using a modified Glicko-2 rating.
- **Ro. Driving** — a recreation of the mobile game Dr. Driving: custom vehicle chassis, camera system, procedural map generation and NPC traffic AI. Built in 2 months, then 1 month of performance work.
- **Football game rebuild (under NDA)** — full structural analysis of a legacy codebase, documented in Obsidian, then a ground-up rewrite.
- **quivery.dev** — this portfolio: TypeScript monorepo (NestJS, Next.js, Postgres) with a custom CMS, CI-gated deploys and encrypted backups.

Skills

- **Roblox core:** Luau (OOP, service/component architecture, DataComponent pattern), DataStoreService, MemoryStoreService, MessagingService, ProfileStore, Lapis, custom packet networking, Signal, Promise, Janitor, Spring, Cmdr, TopbarPlus, UI Labs
- **roblox-ts:** Flamework, Charm, Vide, Rojo, Wally, Tether & Serio, Centurion, Ripple, Jest
- **Other languages:** TypeScript, JavaScript, C, Python, x86/x86-64 Assembly
- **Tooling:** Git, GitHub, GitLab, Linux, CI/CD (GitHub Actions), Madge
- **UI:** animated, data-driven game interfaces

Education

University of Bordj Bou Arréridj — State Engineer in Computer Science (5-year program) · 2nd year, expected 2030

Languages

Arabic (native, incl. Algerian Darija) · English (fluent, C1–C2) · French (basic comprehension)