

Lilium Pantongkam

Full Stack Software Engineer & Systems Architect

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Full stack developer who works on both the application side and the servers it runs on. Most of my work has been on Minecraft hosting platforms, game backends, and custom clients, plus a few reverse engineering projects on the side. I run my own hardware and prefer to understand the whole stack rather than one layer of it.

TECHNICAL SKILLS

Languages	Python, Java, C, C++, C#, Go, Rust, Kotlin, TypeScript, JavaScript, Bash
Web & Backend	React, Svelte, Node.js, Express, FastAPI, Vite, REST APIs, WebSockets
Infrastructure	Kubernetes, Docker, Podman, Nginx, Caddy, Cloudflare Tunnel, Linux, Git, MariaDB, PostgreSQL, Redis
Specialties	Reverse Engineering, Protocol Analysis, High-Concurrency Game Servers, Container Orchestration, Self-Hosting

PROFESSIONAL EXPERIENCE

Minecraft Thailand — Backend Web Developer, volunteer

Present • minecraftthailand.com

[ElysiaJS](#) [Bun](#) [TypeScript](#)

- Volunteer on the website for Thailand's Minecraft community hub, which carries news, a creator and partner directory, and sponsor listings.
- Wrote the ElysiaJS backend behind accounts and login, the news and announcement posts, and the creator and partner records the site is built around.
- Site runs bilingually in Thai and English, so content and the API around it are structured per language.

Minerift.gg — Administrator & Developer

2026

[Docker](#) [Python](#) [FastAPI](#) [MySQL](#) [Kubernetes](#)

- Joined the development team of an existing Minecraft server hosting platform, a full hosting stack in the same vein as Minehut.
- Work across backend, frontend, and infrastructure: the FastAPI services behind server provisioning, the dashboard users manage their servers from, and the cluster it all runs on.
- Every hosted server runs in its own Docker container. I started moving scheduling onto Kubernetes but didn't finish the migration.
- Handle admin duties alongside development, including node setup, routing, backups, resource limits, and dealing with things when they break.

WarriorKits — Owner

2025 • closed

[Pterodactyl](#) [Wings](#) [Linux](#) [Mail Server](#) [Java](#)

- Started and ran my own Minecraft server, self-hosting the entire stack rather than renting anything managed.
- Set up and ran Pterodactyl and Wings for game server management, and hosted our own email on top of that.
- Wrote the server-side plugins and game logic, and handled the parts that aren't code: the team, the budget, and the players.
- Shut the server down in 2025.

[Skript](#) [Java](#)

- Worked on gameplay features and server-side systems for a busy Minecraft network as part of the existing dev team.
- Wrote most of the game logic in Skript, dropping into Java plugins where Skript couldn't do the job or was too slow.
- Spent a fair amount of time tracking down and fixing performance problems that only showed up under a full player count.

PROJECTS

CometClient — Launcher & Mod Developer

Minecraft Client

[Java](#) [Minecraft Modding](#)

- Worked on a custom Minecraft client, on both the launcher and the mod itself.
- Launcher side: version handling, account login, and getting the game to actually start with the right files in place.
- Mod side: client-side features and in-game UI, working against the game's own internals.

Android Kernel & Device Trees — wonderful-mobile

github.com/wonderful-mobile[C](#) [Linux Kernel](#) [AOSP](#) [Makefile](#)

- Working on the device tree for the Samsung Galaxy S22 (r0q / SM-S901E), bringing up an unofficial build for a phone with no upstream support.
- Maintain a custom kernel for the Galaxy A20 (a205f), plus work on the SM8450 device trees and kernel modules.
- Involves building AOSP from source, chasing down hardware that doesn't come up, and reading a lot of vendor code.

star.social — Social Platform & Desktop Client

Self-Hosted

[JavaScript](#) [C#](#) [Podman](#) [Docker](#)

- Built a small self-hosted social platform, shipped as a container image so anyone can run their own instance.
- Deployment runs on Podman quadlets, with the setup documented end to end so it's reproducible on a fresh machine.
- Wrote a companion Windows desktop client in C# against the same backend.

VNCPot — VNC Honeypot

Rust

[Rust](#) [TCP](#)

- Wrote a honeypot in Rust that listens across a port range and answers with an RFB 003.008 handshake, so scanners think they've found a real VNC server.
- Logs who connects and from where. Built it to see what actually turns up knocking on an exposed box.

open-talktalk — Lead Developer

Reverse Engineering

[Python](#) [Packet Analysis](#)

- Reverse-engineered the network protocol of a dead 2016 chat app (Garena+ TalkTalk) by capturing packets and decompiling the client.
- Wrote a replacement server in Python from scratch, plus a binary patcher that points the old client at it.

osu-somtum — Game & Backend Developer

Client & API

[FastAPI](#) [C#](#)

- Co-developed the backend for the second private osu! server hosted in Thailand, in FastAPI and C#.
- Wrote the endpoints for score submission, matchmaking, and leaderboards. Currently adding support for custom Lazer clients.

[Podman](#) [Caddy](#) [Cloudflare Tunnel](#) [DNS](#)

- Run a dedicated server at home hosting a mix of personal and public-facing apps across my own domains: mrrpmeowfurry.dev, nonbinary.sh, and gayfurrypaws.com.
- Containers through Podman, routing through Caddy and Cloudflare Tunnel, with DNS and certificates managed per domain.

OPEN SOURCE CONTRIBUTIONS

gs2009 — Contributor

pap-git/g2009

- Wrote the Thai localisation for this Google 2009 recreation, around 700 lines across 15 files. Left the strings I couldn't find archived screenshots for in English rather than guess at them.
- Fixed a crash on empty search results and a `TypeError` thrown by the autocomplete handler.
- Fixed the no-results page still rendering the pager and search box, rebuilding the footer to match an archived copy of the real 2009 page.

Split-Self — Contributor

PR #101, merged

- Fixed the mod writing its files to the home directory instead of the Desktop on Linux, where Java's `FileSystemView` doesn't resolve the Desktop folder the way it does on Windows.

OpenStreetMap — Mapper

Ongoing

- Map local geography and public infrastructure in my area.