

Finn Rutis they / them

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I fix the cameras, the network, and whatever breaks in between.

TECHNICAL SKILLS

- Programming** Python, Nix, Bash / Shell Scripting
- AI / LLM** LLM integration, Prompt engineering, Structured output (JSON), Python automation
- Virtualization** Docker, VMware ESXi, KVM, VirtualBox
- Networking** TCP/IP, VLANs, DNS / DDNS, NAT, Load Balancing (MetalLB), Firewall Administration (FortiGate)
- DevOps & Tools** Nix Ecosystem (Flakes, Nixpkgs, Home Manager), Declarative Infrastructure, Reproducible Builds, CI/CD Pipelines, Git, GitHub, Typst
- Operating Systems** Linux (Ubuntu, NixOS), Windows, macOS, iOS

EDUCATION



NYC
2022 - 2026

PROJECTS

Declarative Infrastructure & Self-Hosting Environment

Nov 2016 – Present

PERSONAL PROJECT

Run a homelab that hosts dozens of internet-facing services on VMware ESXi, KVM, and Docker. The whole environment is defined in NixOS and Flakes, so the setup is reproducible and I can rebuild a machine from scratch and get exactly what I had before.

Enterprise-Grade Network Architecture & Security

Aug 2019 – Present

PERSONAL PROJECT

Built and run the network behind all of this on a FortiGate firewall: separate DMZs, isolated VLANs, and MetalLB load balancing in front of public-facing services. Nothing trusts anything by default, which keeps a problem in one corner from spreading to the rest.

Typst-Generated Resume System

Oct 2024 – Present

PERSONAL PROJECT

Built a version-controlled content pipeline in Typst. A GitHub Actions workflow compiles several tailored outputs from shared metadata, so one change to a fact fans out to every variant that needs it. Same ingest-process-export thinking as a media pipeline.

Cross-Platform Systems Management (Nix)

Jun 2023 – Present

PERSONAL PROJECT

Keep macOS and Linux machines in sync from one version-controlled repo using Home Manager and nix-darwin. New machine, one command, and it comes up with the same environment as everything else. CI checks the config before it lands.

EXPERIENCE

Video Editor & Sound Engineer

May 2020 – July 2020

OREGON CHILDREN'S THEATRE

Portland, OR

Ran on-site video and audio recording for two productions. Handled the technical setup on recording days: camera positions, microphones, and a reliable recording setup. Edited the footage and delivered the final cuts for the theatre's digital distribution. Ingest, produce, export. Same discipline every time.

Video Editor – Virtual Choir

April 2020

BRIDGETOWN CONSERVATORY OF MUSICAL THEATRE

Portland, OR

Edited and synced remote audio and video from 20 isolated performers to build a full virtual concert under lockdown deadline. Worked directly with performers and the director to troubleshoot dropped files, sync drift, and out-of-spec recordings. Delivered a polished final video on schedule.

Lighting Designer

THE ROSETTA PROJECT

July 2021

Portland, OR

Designed and ran lighting for a live stage production. Hung and focused fixtures, programmed cues, and called the show during the run. Built the setup to be fixed fast if something went wrong, because live events break at showtime.

House & Facilities Manager

BRIDGETOWN CONSERVATORY OF MUSICAL THEATRE

October 2021 – September 2022

Portland, OR

Ran front-of-house logistics for live shows and kept the facility running day to day. Acted as the main point of contact for patrons, renters, and building management, and made sure showtime happened on schedule.

Mastering Engineer

PORTLAND SPIRIT

November 2021

Portland, OR

Produced and mixed the official theme song for the Portland Spirit river cruise. Managed the audio workflow from recording through the final polish, handing off a broadcast-ready track.