

TEMPLE

DarkMatter Master Business Profile

DarkMatter Software | K0NxT3D

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<https://temple.seaverns.com>

Build useful technology. Solve real problems. Teach how systems actually work.

Executive Profile

DarkMatter Software is a technology services, software development, technical education, and applied research organization operating under the K0NXt3D identity.

Its purpose is to build useful technology, solve technical problems, teach people how systems actually work, and make practical technical knowledge more accessible to the community.

DarkMatter combines five operating areas: Software, Technical Services, Academy, Labs / R&D, and Community. These areas are designed to reinforce one another: real problems create research questions; research creates tools; tools become products and laboratories; consulting creates experience; and experience becomes practical education.

Operating Philosophy

DarkMatter begins with the problem rather than a predetermined tool. The working method is: Observe, Measure, Question, Hypothesize, Instrument, Test, Analyze, Modify, Retest, Operationalize.

DarkMatter does not claim more maturity, certainty, compatibility, security, support, evidence, or capability than can be demonstrated. Findings should distinguish what is observed, correlated, inferred, and unknown.

The educational counterpart is equally practical: See it, use it, understand it, break it safely, diagnose it, fix it, modify it, build your own, and teach someone else.

Organization

DarkMatter Software - umbrella organization and software development.

DarkMatter Technical Services - consulting, troubleshooting, technical research, and custom development.

DarkMatter Academy - practical technical education and professional training.

DarkMatter Labs - applied research, prototypes, experiments, benchmarking, and investigative systems.

DarkMatter Community - free or sponsored education and practical technology assistance.

VoidCrawler Software Center - software distribution and repository layer.

Professional Services

Custom Software Development: desktop applications, automation, internal tools, dashboards, APIs, data applications, and specialized technical software.

Linux & Systems: Linux assessment, troubleshooting, application deployment, systems analysis, and remediation.

Networks & Infrastructure: network diagnostics, DNS troubleshooting, infrastructure analysis, and network architecture review.

Web & Hosting: technical web development, WordPress engineering, hosting, DNS, Apache/PHP, and deployment troubleshooting.

Security & Technical Research: defensive technical assessment, vulnerability intelligence, infrastructure investigation, and public-facing exposure review within explicit authorization and scope.

AI & Automation: local AI deployment, model evaluation, AI application development, workflow automation, and AI literacy/adoption consulting.

Professional services are contract and per-project. Costs are individually scoped according to the skill, task, complexity, deliverables, time, and conditions of each engagement. DarkMatter does not currently publish a fixed client-services price list.

Flagship Software & Platforms

AEGIR - live AIS vessel monitoring and maritime traffic analysis; public showcase and release candidate.

CVE Explorer - vulnerability intelligence using sources such as NVD, CISA KEV, and EPSS; public product and training laboratory.

Root Canal - DNS and network diagnostics; public utility, consulting instrument, and Academy laboratory.

CacheMe - Linux cache inspection and cleanup; practical utility and community/education candidate.

VoidCrawler - directory and file intelligence plus the broader software distribution ecosystem.

DarkForge - development environment, project intelligence, packaging, and educational software-engineering platform.

Holocron - ASN and Internet infrastructure intelligence platform, with ASN WorldMap and related research.

AIDC - infrastructure relationship and dependency intelligence / knowledge mapping.

BridgeKeeper - multi-system and LLM communication infrastructure.

Crucible - local AI performance and benchmarking laboratory.

I2PMon - network observation, classification, and defensive research.

DarkMatter Developer's Toolbox - family of focused Linux/developer utilities.

Product Governance

DarkMatter product maturity follows: R0 Experiment, R1 Research, R2 Lab, R3 Utility, R4 Release, R5 Supported Product, R6 Platform.

A public R4 release should have a canonical identity and version, README, changelog, licensing decision, supported-platform statement, dependency/build information, installation and usage guidance, known limitations, privacy/data behavior, security review, and release testing.

Community and Commercial are distribution/business designations rather than maturity levels. A free community application can still be a fully governed R4 release.

Lifecycle states are Active, Maintenance, Deprecated, Archived, and Retired. Historical work remains valuable for research and education without being represented as current supported software.

DarkMatter Academy

Academy has four modes: Foundations, Professional, Labs, and Community. Difficulty levels run from DM-100 Introductory through DM-500 Lab / Capstone.

Core curriculum families include Linux, Networking, Software Development, Web, Cybersecurity, Artificial Intelligence, and Evidence-Based Technical Research / OSINT.

Initial course candidates include Linux Without Fear, Linux Troubleshooting, How Networks Actually Work, Programming Foundations with Python, and AI Without the Smoke Machine.

Assessment favors demonstration, diagnosis, building, explanation, evidence-based defense, and teaching over memorization-heavy testing.

Academy pricing remains to be determined. Pricing will be developed from realistic course duration, preparation, instruction, lab/support time, materials, class capacity, administrative overhead, community-seat allocation, and relevant market comparisons.

Community Technology

The DarkMatter Community Technology Initiative provides accessible, practical technology education and assistance, with particular attention to veterans, people with disabilities, seniors / retirees, and community members facing financial or experiential barriers.

Candidate programs include Everyday Technology, Internet Safety & Scam Awareness, AI for Everyday People, Linux Introduction, veteran technology workshops, accessible technology assistance, senior technology workshops, and a scheduled Community Tech Clinic.

Free community education is not a reduced-quality version of paid education. Subject matter, pacing, and accommodations may differ, but engineering and instructional integrity remain the same.

Community programs should receive intentional resources rather than leftover time. Funding may eventually come from commercial activity, sponsored seats/workshops, partnerships, or appropriate grants and donations if a suitable structure is established later.

Business & Sustainability Model

Revenue may come from contract/per-project consulting, custom software development, selected software licensing, professional Academy courses, organizational workshops, deployment/integration, and support.

Not every valuable project must be monetized. Research, community tools, and educational resources may create indirect strategic and public value.

Recurring fees should correspond to recurring value. DarkMatter should not manufacture subscriptions where a one-time product or project is more appropriate.

Community activity is expected to be sustainable, not necessarily profitable. Commercial capability supports operations, R&D, and intentional community capacity.

Founder capacity is a governed business resource: start small, document, repeat, automate, delegate, then expand.

Launch & Implementation Roadmap

Day 0-30: establish canonical business identity, project intake and scoping, restructure the DarkMatter front door, and begin normalizing the first public products.

Day 30-90: begin accepting scoped professional projects, represent the first five launch products, pilot one paid Academy course, and deliver or schedule one free Community workshop.

Day 90-180: review real operating evidence, revise courses and services, consider a limited Community Tech Clinic, develop case studies, and evaluate second-wave software.

Month 6-Year 1: identify core services from actual demand, determine Academy pricing using real instructional data, evaluate partnerships and additional instructors, build a mentor pathway, and maintain a curated rather than indiscriminate public product catalog.

Launch deliberately excludes a fixed public consulting price list, 24/7 support promises, mass release of the historical project inventory, a twenty-course schedule, premature enterprise infrastructure, forced subscriptions, and unnecessary organizational complexity.

Client Engagement Model

Standard engagement flow: Inquiry -> Discovery -> Scope -> Authorization -> Assess / Build / Repair / Research -> Test -> Client Review -> Delivery -> Documentation -> Knowledge Transfer -> Close / Support.

Significant projects begin with an agreed scope defining the problem, objective, deliverables, exclusions, dependencies, responsibilities, schedule, and project cost.

For security or infrastructure investigation, authorization and target boundaries are established before technical testing.

Where appropriate, paid discovery produces a Requirements & Technical Proposal before a larger custom-development engagement.

Temple

Temple is the canonical, portable DarkMatter business-profile system. The web edition is the living presentation; the PDF is the official portable snapshot; the DOCX is the editable administrative copy.

Temple is designed for responsive access across desktop, tablet, and mobile devices and for straightforward deployment on ordinary PHP hosting.

The initial implementation uses PHP and SQLite to minimize dependencies and maximize portability. The architecture can migrate to MySQL/MariaDB later if operational requirements justify it.

Temple's downloadable documents carry their own version information and direct readers back to the current web edition at <https://temple.seaverns.com>.

Document Control

Document	Temple - DarkMatter Master Business Profile
Version	0.1.0
Date	2026-10-06
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Pricing policy	Professional services are contract/per-project; no fixed public client-services price list.
Academy pricing	TBD; based on realistic instructional and operating costs.