I have access to IDA Pro and the Hex-Rays decompiler through a friend of mine, so I was able to get it decompiled to (still very confusing) C code. After that it was just simplifying some the things that hex-rays produced (ex: inverted if conditions, bit shifts used as multiplication/division by powers of 2, etc).

As for the name, I was just guessing at the time of posting because of a single reference to it in the leaked code. But as I recently found out about the LFDS having debug symbols, I can confirm that it is right.

The code was very messy in the end, but it was enough to understand what it was doing so that I could re-implement it in another language.