

# Ahmed "VisualPlugin" Abo-Shadi

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I'm seeking a full- or part-time position in Orange County, California. I can work remotely or in-person. My objective is to work for a software company which promotes social good and nurtures coöperative relationships!

## Technical Skills

- Node.JS
- Python
- FFmpeg
- Git; GitHub
- GNU/Linux
- Bash
- C++
- Android/Linux
- Docker Compose
- Documenting Stuff
- PowerShell
- HTML5/CSS3

## Education

### California State University, Fullerton

- Pursuing a MS in Computer Engineering
- Investing in a stronger emphasis in computer hardware

prospective

### University of California, Irvine

- Completed a BS in Software Engineering with a GPA of 3.671
- Enrolled at the school of Informatics & Computer Science
- Participated at ACM; devised and presented solutions for LeetCode problems
- Started course track for an MSE in Computer Engineering at CSUF

March 2024

### Santiago Canyon College

- Majored in Computer Science; graduated with an AA in Liberal Arts
- Re-took courses in data structures; enrolled in STEM Academy
- Earned a 4.0 GPA for major-related courses

May 2020

## Projects

Röblox Freedom Distribution is a platform enabling users to host and connect to Röblox servers in local or wide-area networks.

- Designed a Python-based bootstrapper to improve client-server connectivity and protocol handling.
- Enhanced functionality by performing code reviews and contributing to feature implementation.
- Conducted compliance audits to ensure adherence to fair-use practices and data security standards.

2023-07 / Current

Time is Musical is a project streaming real-time audio compositions inspired by the WWV time station.

- Built an algorithm to dynamically process time-based audio loops for robust real-time playback.
- Optimized parameters for live streaming using FFmpeg's lavfi filter on Linux systems.
- Produced and streamed unique musical tracks, applying advanced techniques for sound clarity.

2021-05 / 2022-02

Röblox Custom Catalogue was a Free marketplace for sharing and selling user-generated content under GNU GPL.

- Designed interactive user interfaces using Röblox Studio to enhance data presentation.
- Implemented Lua scripting techniques to streamline customization and improve usability.
- Supported real-time functionality by optimizing database queries and scripting protocols.

2021-06 / 2022-05

ScrewDja-YuJa fixed a vulnerability in the YuJa API, ensuring security and compliance within strict timelines.

- Delivered a security patch in 48 hours, addressing critical API vulnerabilities.
- Identified and analyzed risks in saved metadata to prevent further exposure.
- Demonstrated problem-solving by securing systems while maintaining operational efficiency.

2022-12

<p><u>Röblox Script Executor</u> is a command-line interface for streamlined execution of Luau scripts on Röblox.</p> <ul style="list-style-type: none"> <li>- Engineered a custom syntax for executing Lua-based scripts while improving user workflows.</li> <li>- Implemented per-script parameterization for flexibility and enhanced usability.</li> <li>- Built a repository of 142 documented scripts to ensure user accessibility and best practices.</li> </ul>	2022-07 / 2023-05
<p><u>Webhooky</u> was a webhook proxy system for Röblox games communicating with Discord APIs.</p> <ul style="list-style-type: none"> <li>- Developed a PHP and MySQL back end to log and analyze webhook requests.</li> <li>- Enabled 200+ developers to integrate their games with Discord's real-time features.</li> <li>- Monitored resource usage in cPanel, improving performance with data-driven insights.</li> </ul>	2018-02 / 2019-09
<p><u>GoAnimate Wrapper</u> is a project that replicated and extended Vyond's Legacy Video Maker functionality.</p> <ul style="list-style-type: none"> <li>- Built a scalable Node.js back end for processing requests and ensuring system reliability.</li> <li>- Analyzed ActionScript code to improve interoperability and introduce new features.</li> <li>- Generated hundreds of video experiences optimized for performance and user engagement.</li> </ul>	2019-12 / 2020-11
<p><u>Tubeup</u> is a tool I contributed to for automating YouTube video uploads to the Internet Archive.</p> <ul style="list-style-type: none"> <li>- Solved bugs in a collection of 234 YouTube videos, ensuring consistent performance.</li> <li>- Addressed issues caused by deleted assets, preserving critical data for future access.</li> <li>- Used yt-dlp's Python interface to streamline video retrieval processes efficiently.</li> </ul>	2023-08
<p><u>Bring Back Buffets</u> was a mobile web app aimed at streamlining Covid-safe dining experiences.</p> <ul style="list-style-type: none"> <li>- Designed user interfaces for cashiers, customers, and kitchen staff to enhance usability.</li> <li>- Simplified mobile-ordering workflows to improve safety and customer satisfaction.</li> <li>- Built a custom cashier system, leveraging analytics for operational efficiency.</li> </ul>	2021-03 / 2021-04
<b>Work/Community Experience</b>	
<p><u>Front-end Developer at Gameln</u> a tool to match e-sports streamers and financial sponsors</p> <ul style="list-style-type: none"> <li>- Implemented mobile-responsive pages using Next.js (and thus React) from existing mockups, enhancing user experience.</li> <li>- Collaborated directly with developers and C-suite personnel to gather requirements and ensure alignment with business objectives.</li> <li>- Contributed to building and presenting a team-wide slide deck in Google Slides, utilizing Figma for design consistency.</li> </ul>	2023-09 / 2024-03
<p><u>Contracted Graphic Designer @ Islamic Institute of Orange County et al.</u></p> <ul style="list-style-type: none"> <li>- Advertised social events with non-profits, e.g. Islamic Institute of Orange County and Sabil USA, utilizing data-driven design strategies.</li> <li>- Designed real-estate marketing materials for Berkshire Hathaway agents, focusing on effective communication of key messages.</li> <li>- Commissioned to design over 20 event fliers for non-profit organizations, ensuring alignment with branding and audience engagement.</li> </ul>	2016-04 / Present
<p><u>Internship @ CSU Fullerton</u> under the Val Tech Program</p> <ul style="list-style-type: none"> <li>- Assisted in the development of a brain-computer interface with graduate students, applying analytical skills to support research objectives.</li> <li>- Designed user interface for mock-up calibration procedure, enhancing usability and user experience.</li> <li>- Project coordinated by Professor Kiran George, PhD, fostering collaboration and communication skills.</li> </ul>	2017-09 / 2018-05

Professional Engineering Course Center (on call)

- Consulted in provisioning GNU/Linux file servers for office use using Ubuntu and Samba, enhancing data management capabilities.
- Assisted in architectural and structural design plans of commercial and industrial sites, applying analytical thinking to design challenges.

2015-06 / Present

Raising Cane's; El Pollo Loco (customer service, part-time)

- Effectively communicated with customers and team members in a fast-paced environment, enhancing customer satisfaction.
- Assumed different roles within the restaurant to support overall operations, demonstrating flexibility and teamwork.
- Handled cash transactions and utilized point-of-sale systems, ensuring accurate financial reporting.
- Addressed customer concerns and resolved issues in a positive and efficient manner, contributing to a positive customer experience.
- Analyzed pricing schemes according to market value, applying basic data analysis skills to support business decisions.

2019-08 / 2021-06