

Ahmed (VisualPlugin) Abo-Shadi

+1 (714) 463 5142 www.github.com/Windows81 aboshadi.n.ahmed@gmail.com

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

prospective

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

University of California, Irvine

March 2024

- 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

Santiago Canyon College

May 2020

- 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

Projects

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

Jul 2023 - Current

- 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.

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

May 2021 - Feb 2022

- 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.

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

Jun 2021 - May 2022

- 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.

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

Dec 2022

- 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.

Röblox Script Executor is a command-line interface for streamlined execution of Luau scripts on Röblox.

Jul 2022 - May 2023

- Engineered a custom syntax for executing Lua-based scripts while improving user workflows.
- Implemented per-script parameterization for flexibility and enhanced usability.
- Built a repository of 142 documented scripts to ensure user accessibility and best practices.

Webhooky was a webhook proxy system for Röblox games communicating with Discord APIs.

Feb 2018 - Sep 2019

- Developed a PHP and MySQL back end to log and analyze webhook requests.
- Enabled 200+ developers to integrate their games with Discord's real-time features.
- Monitored resource usage in cPanel, improving performance with data-driven insights.

GoAnimate Wrapper is a project that replicated and extended Vyond's Legacy Video Maker functionality.

Dec 2019 - Nov 2020

- Built a scalable Node.js back end for processing requests and ensuring system reliability.
- Analyzed ActionScript code to improve interoperability and introduce new features.
- Generated hundreds of video experiences optimized for performance and user engagement.

Tubeup is a tool I contributed to for automating YouTube video uploads to the Internet Archive.

Aug 2023

- Solved bugs in a collection of 234 YouTube videos, ensuring consistent performance.
- Addressed issues caused by deleted assets, preserving critical data for future access.
- Used yt-dlp's Python interface to streamline video retrieval processes efficiently.

Bring Back Buffets was a mobile web app aimed at streamlining Covid-safe dining experiences.

Mar 2021 - Apr 2021

- Designed user interfaces for cashiers, customers, and kitchen staff to enhance usability.
- Simplified mobile-ordering workflows to improve safety and customer satisfaction.
- Built a custom cashier system, leveraging analytics for operational efficiency.

Work/Community Experience

Front-end Developer at Gameln a tool to match e-sports streamers and financial sponsors

Sep 2023 - Mar 2024

- Implemented mobile-responsive pages using Next.js (and thus React) from existing mockups, enhancing user experience.
- Collaborated directly with developers and C-suite personnel to gather requirements and ensure alignment with business objectives.
- Contributed to building and presenting a team-wide slide deck in Google Slides, utilizing Figma for design consistency.

Contracted Graphic Designer @ Islamic Institute of Orange County et al.

Apr 2016 / Present

- Advertised social events with non-profits, e.g. Islamic Institute of Orange County and Sabil USA, utilizing data-driven design strategies.
- Designed real-estate marketing materials for Berkshire Hathaway agents, focusing on effective communication of key messages.
- Commissioned to design over 20 event fliers for non-profit organizations, ensuring alignment with branding and audience engagement.

Internship @ CSU Fullerton under the Val Tech Program

Sep 2017 / May 2018

- Assisted in the development of a brain-computer interface with graduate students, applying analytical skills to support research objectives.
- Designed user interface for mock-up calibration procedure, enhancing usability and user experience.
- Project coordinated by Professor Kiran George, PhD, fostering collaboration and communication skills.

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.

Jun 2015 - 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.

Aug 2019 - Jun
2021