Ahmed Vip Abo-Shadi

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Skills

Vulnerability Scanning and Analysis Tools; Network Intrusion Detection; GNU/Linux Administration; Python Scripting; Automation; Public Key Infrastructures; TCP/IP Networking; Git; GitHub; Bash; PowerShell; Node.js; MongoDB; HTML5/CSS3; Docker Compose;

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

Earnt a 4.0 GPA for major-related courses

Work

Front-end Developer at GameIn (Sep 2023 - Mar 2024)

a tool to match e-sports streamers and financial sponsors

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 (Apr 2016 - Present)

et al.

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 (Sep 2017 - May 2018)

under the Val Tech Program

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 (Jun 2015 - Present)

(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.

Raising Cane's; El Pollo Loco (Aug 2019 - Jun 2021)

(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.

Projects

GoAnimate Wrapper (Dec 2019 - Nov 2020)

https://github.com/GoAnimate-Wrapper/GoAnimate-Wrapper

GoAnimate Wrapper is a locally-hosted project with product features to interop with Vyond's Legacy Video Maker. With a team of community experts, Wrapper became a significant full-stack web infrastructure project.

Designed fault-tolerant Node.js-based back-end systems, ensuring secure API interactions

Conducted reverse-engineering research using legacy ActionScript, showcasing skills in complex debugging

Collaborated with stakeholders to streamline large-scale system workflows and mitigate failures

Screwdja-YuJa (Dec 2022)

https://github.com/Windows81/Screwdja-YuJa

Screwdja-YuJa addressed a severe vulnerability in YuJa's API that I identified and reported.

Identified, tested, and coordinated the release of a high-priority security patch for an API vulnerability

Used NIST methodology to document vulnerabilities, enabling secure cloud communication

Collaborated with the security engineering team at YuJa to ensure breach mitigation policies

Rōblox Freedom Distribution (Jul 2023 - current)

https://github.com/Windows81/Roblox-Freedom-Distribution

Rōblox Freedom Distribution is a streamlined culmination of research to allow users to host and join Rōblox servers in a local- or wide-area network.

Designed and deployed a Python-based secure client-server architecture for transport across local and wide-area networks

Audited system vulnerabilities and implemented processes to comply with standard web security practices

Conducted periodic security incident assessments and tested threat prevention simulations

Tubeup (Aug 2023)

https://github.com/bibanon/tubeup

Tubeup is a project I reviewed and contributed code to re-upload videos from a YouTube channel to the Internet Archive.

Implemented fixes to yt-dlp’s Python interface to manage and mitigate asset loss

Addressed challenges in multi-host data routing performance vulnerabilities

Redesigned key areas of the codebase to manage workloads more securely and efficiently

Webhooky (Feb 2018 - Sep 2019)

https://github.com/Windows81/Playing-Webhooky

Webhooky was a lightweight, database-driven webhook proxy for Rōblox games interacting with Discord's webhook API.

Designed a high-availability architecture using PHP and MySQL, enabling over 200 developers to securely transfer data

Proactively monitored security breaches and implemented data usage reporting

Installed logging practices and conducted cybersecurity monitoring processes