

# Ahmed Abo-Shadi

alias *VisualPlugin*

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## Education

### • California State University, Fullerton - 2024 thru now

- Pursuing a MS in both Computer and Civil Engineering
- Having a solid foundation in how software works at a high level serves me for certain purposes.
- *Comp. Eng.*? Learning about how to manipulate hardware helps me solve even more pressing technical issues.
- *Civil Eng.* The field pays well. It also helps to learn these disparate industries well enough to know how to bridge them and make good for myself and society.

### • University of California, Irvine - 2020 thru 2024

- Completed a BS in Software Engineering with a GPA of 3.671.
- For a year in 2022, I participated at ACM club meetings,
- Where I presented (at times) my solutions for *easy* and *medium* LeetCode problems to an audience of various skill levels.

### • Santiago Canyon College - 2018 thru 2020

- Majored in Computer Science in preparation for a transfer to UC Irvine; graduated with an AA in Liberal Arts.
- Achieved a 4.0 GPA for major-related courses.

## Projects

### • Röblox Freedom Distribution - 2023-07 / current

- <https://github.com/Windows81/Roblox-Freedom-Distribution>
- is a streamlined culmination of research to allow users to host and join Röblox servers in a local- or wide-area network.
- Created a Python bootstrapper, dually for clients and servers, for seamless connectivity
- Enhanced functionality through team collaboration, code reviews, and feature development
- Ensured fair-use compliance by auditing business-legal literature

### • Bring Back Buffets - 2021-03 / 2021-04

- <https://github.com/Windows81/Bring-Back-Buffets>
- was a mobile web app written in JavaScript with the objective to revive buffets that had to close due to Covid. This project's user-interaction model drew inspiration from how Korean barbecue establishments operate.
- Engineered separate user interfaces for customers, cashiers, and kitchen staff
- Streamlined the Covid dining experience UX with mobile-device ordering
- Developed a cashier system for efficient order tracking
- Built a front-end for bussers to ensure timely order preparation and delivery

### • GoAnimate Wrapper - 2019-12 / 2020-11

- <https://github.com/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 my most significant production-level full-stack web infrastructure project.
- Created and scaled a modern Node.JS interface replicating GoAnimate's back-end functionalities
- Reverse-engineered Shockwave Flash files and analyzed legacy ActionScript code
- Delivered hundreds of engaging video experiences by May 2021
- Over 21,000 results on a YouTube query for Wrapper and derivative works

### • Röblox Script Executor - 2022-07 / 2023-05

- <https://github.com/Windows81/Roblox-Script-Executor-CLI>
- was a command-line interface facilitating script execution on Röblox.
- Constructed custom syntax for script execution in Luau
- Introduced per-script parameterization for user ease
- Created 142 predefined scripts in a sister repository, many with help pages

### • Tubeup - 2023-08

- <https://github.com/bibanon/tubeup>
- is a project I reviewed and contributed code to re-upload videos from my YouTube channel to the Internet Archive.
- Addressed apparent bugs within a payload of 234 YouTube videos
- Implemented fixes on GitHub to account for deleted assets
- Intuited yt-dlp's Python interface

### • Screwdja-YuJa - 2022-12

- <https://github.com/Windows81/Screwdja-YuJa>
- addressed a severe vulnerability in YuJa's API that I identified and reported.
- Bootstrapped effort to release a major security patch after ~2 days
- Exposed saved videos and metadata, resolved after notification

### • Time is Musical - 2021-05 / 2022-02

- <https://github.com/Windows81/Time-Is-Musical>
- is a musical adaptation of the WWV time station
- Streamed live on YouTube using FFmpeg's lavfi filter
- Mastered, mixed, and reproduced a composition of five tracks
- Devised an algorithm to uniquely select playing loops per minute
- Produced 42 synth loops using FL Studio 20
- Constructed Python script for stream parameters

### • Webhooky - 2018-02 / 2019-09

- <https://github.com/Windows81/Playing-Webhooky>
- was a lightweight, database-driven webhook proxy for Röblox games interacting with Discord's webhook API.
- Made use of PHP, SQL (MySQL), and PHPMyAdmin to process and store request logs
- Empowered over 200 game developers to transfer data to Discord with my service
- Monitored and tracked infrastructure usage stats on cPanel via 000webhost

### • Röblox Custom Catalogue - 2021-06 / 2022-05

- <https://www.roblox.com/games/7073192492/UGC-Spr>
- was a prospective Free marketplace licensed under GNU GPL.
- Designed a sleek user interface using Röblox Studio, without third-party libraries
- Enabled potential users to sell hats, accessories, and packages outside the official Röblox store

### • Windows81.github.io - 2020-05

- <https://windows81.github.io>
- is a personal website hosted on GitHub Pages.
- Compiled my creative 3D-showcasing work on Röblox
- Incorporated elements of responsive philosophy
- Hand-coded using HTML and CSS, sans third-party frameworks

**Front-end Developer at GameIn - 2023-09 / 2024-03**

- a tool to match e-sports streamers and paying sponsors
- Implemented mobile-responsive pages using Next.js (and thus React) from existing mockups
- Collaborated directly with other developers and C-suite personnel
- Took part in building and presenting a team-wide slide deck in Google Slides with stylistic help from Figma

**Contracted Graphic Designer @ Islamic Institute of Orange County et al. - 2016-04 / Present**

- Advertised social events with non-profits, such as Islamic Institute of Orange County and Sabil USA
- Additionally, designed real-estate marketing materials for Berkshire Hathaway agents
- Commissioned to design over 20 event fliers for non-profit organizations

**Internship @ CSU Fullerton - 2017-09 / 2018-05**

- under the Val Tech Program
- Assisted in the development of a brain-computer interface with graduate students
- Designed user interface for mock-up calibration procedure
- Project coordinated by Professor Kiran George, PhD

**Professional Engineering Course Center - 2015-06 / Present**

- (on call)
- Consulted in provisioning GNU/Linux file servers for office use using Ubuntu and Samba
- Assisted in architectural and structural design plans of commercial and industrial sites

**Raising Cane's; El Pollo Loco - 2019-08 / 2021-06**

- (customer service, part-time)
- Effectively communicated with customers and team members in a fast-paced environment
- Assumed different roles within the restaurant to support overall operations
- Handled cash transactions and using point-of-sale systems
- Addressed customer concerns and resolving issues in a positive and efficient manner
- Carefully selecting an adequate pricing scheme according to market value