

# Ahmed "VisualPlugin" Abo-Shadi

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I'm available for a full-time position (remote or in-person) from Sep. 2023 onwards in Orange County, California.  
I would love to work for a software company which promotes social good and nurtures coöperative relationships.

## Technical Skills

- Node.JS
- HTML5/CSS3
- React
- MongoDB
- Roblox Lua(u)
- Python
- FFMPEG
- PowerShell
- GNU/Linux
- Bash
- C++
- C# (.NET)
- PHP
- MySQL
- FL Studio
- Microsoft Office
- Affinity Photo
- Shotcut
- Filmora 12
- OBS Studio
- Blender
- VS Code
- OpenDocument
- Visual Studio
- Documentation
- Docker Compose

## Education

University of California, Irvine – 3.67 GPA and rising

Currently finishing BS in Software Engineering under part-time study.

Enrolled at the school of Informatics & Computer Science.

Achieved a 3.80 GPA for all in-person courses (Fall 2021 and later)

Participated at ACM; devised and presented solutions for LeetCode problems.

Started course track for MS in Software Engineering programme at CSUF.

before June 2024

Santiago Canyon College – 3.6 GPA

Majored in Computer Science; graduated with an AA in Liberal Arts.

Earned a 4.0 GPA for major-related courses.

Re-took courses in data structures; enrolled in STEM Academy.

May 2020

## Projects

GoAnimate Wrapper is a locally hosted project designed to interop with Vyond's Legacy Video Maker. With a team of community experts, Wrapper became my most significant production-level full-stack web project.

2019-12 / 2020-11

- Created a modern Node.JS API replicating server 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

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.

2021-03 / 2021-04

- Engineered separate user interfaces for customers, cashiers, and kitchen staff
- Streamlined the Covid dining experience with mobile device ordering
- Developed a cashier system for efficient order tracking
- Built an interface for servers to ensure timely order preparation and delivery

Röblox Script Executor was a command-line interface facilitating script execution on Röblox.

2022-07 / 2023-05

- 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 is a project I contributed code to enable efficient re-upload of a significant portion of a YouTube channel to the Internet Archive.

2023-08

- Addressed apparent bugs within a payload of 234 YouTube videos
- Implemented fixes on GitHub to account for deleted assets

<ul style="list-style-type: none"> <li>- <i>Intuitied yt-dlp's Python interface</i></li> </ul>	
<p><u>ScrewDja-YuJa</u> was a severe vulnerability in YuJa's API I identified and reported.</p> <ul style="list-style-type: none"> <li>- <i>Sparked effort to a major API patch after ~2 days</i></li> <li>- <i>Exposed saved videos and metadata, resolved after notification</i></li> </ul>	2022-12
<p><u>Time is Musical</u> is a musical adaptation of the WWV time station.</p> <ul style="list-style-type: none"> <li>- <i>Played a unique index-based composition of five loops every minute</i></li> <li>- <i>Produced 42 synth loops using FL Studio 20</i></li> <li>- <i>Constructed Python script for stream parameters</i></li> <li>- <i>Streamed live on YouTube using FFmpeg's lavfi filter</i></li> </ul>	2021-05 / 2022-02
<p><u>Webhooky</u> was a lightweight, database-driven webhook proxy for Rōblox games interacting with Discord's webhook API</p> <ul style="list-style-type: none"> <li>- <i>Made use of PHP, SQL (MySQL), and PHPMyAdmin to process and store request logs</i></li> <li>- <i>Empowered over 200 game developers to transfer data to Discord with my service</i></li> </ul>	2018-02 / 2019-09
<p><u>Rōblox Custom Catalogue</u> was a prospective Free marketplace licensed under GNU GPL.</p> <ul style="list-style-type: none"> <li>- <i>Designed a sleek user interface using Rōblox Studio, without third-party libraries</i></li> <li>- <i>Enabled potential users to sell hats, accessories, and packages outside the official Rōblox store</i></li> </ul>	2021-06 / 2022-05
<p><u>Windows81.github.io</u> is a personal website hosted on GitHub Pages.</p> <ul style="list-style-type: none"> <li>- <i>Compiled my creative 3D-showcasing work on Rōblox</i></li> <li>- <i>Incorporated elements of responsive philosophy</i></li> <li>- <i>Hand-coded using HTML and CSS, sans third-party frameworks</i></li> </ul>	2020-05
<b>Work/Community Experience</b>	
<p><u>Rōblox Tutor @ IIOC Community Center</u> <i>prospective</i>  <i>Preparing a curriculum for basic and intermediate Rōblox development</i>  <i>Establishing an audience of students aged approx. 8 through 13.</i>  <i>Carefully selecting an adequate pricing scheme according to market value.</i></p>	2023-06 / Present
<p><u>Contracted Graphic Designer @ Islamic Institute of Orange County</u> <i>et al.</i>  <i>Advertised social events with non-profits, such as Islamic Institute of Orange County and Sabil USA.</i>  <i>Designed real-estate marketing materials for Berkshire Hathaway agents.</i>  <i>Commissioned to design over 20 event fliers for non-profit organizations.</i></p>	2016-04 / Present
<p><u>Internship @ CSU Fullerton</u> <i>under the Val Tech Program.</i>  <i>Assisted in the development of a brain-computer interface with graduate students.</i>  <i>Designed user interface for mock-up calibration procedure.</i>  <i>Project coordinated by Professor Kiran George, PhD.</i></p>	2017-09 / 2018-05
<p><u>Professional Engineering Course Center</u> <i>(on call)</i>  <i>Consulted in provisioning GNU/Linux file servers for office use using Ubuntu and Samba.</i>  <i>Assisted in architectural and structural design plans of commercial and industrial sites.</i></p>	2015-06 / Present