Ahmed Vip Abo-Shadi

Phone: +1 (714) 463 5142

GitHub: www.github.com/Windows81

Email: aboshadi.n.ahmed@gmail.com

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

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

Rōblox Freedom Distribution (Jul 2023 - Current)

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

Rōblox Freedom Distribution is a platform enabling users to host and connect to Rōblox 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.

Time is Musical (May 2021 - Feb 2022)

https://github.com/Windows81/Time-Is-Musical

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.

Rōblox Custom Catalogue (Jun 2021 - May 2022)

https://github.com/Windows81/Rōblox-Custom-Catalogue

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

Designed interactive user interfaces using Rōblox 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 (Dec 2022)

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

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.

Rōblox Script Executor (Jul 2022 - May 2023)

https://github.com/Windows81/Roblox-Script-Executor-CLI

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

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 (Feb 2018 - Sep 2019)

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

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

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 (Dec 2019 - Nov 2020)

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

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

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 (Aug 2023)

https://github.com/bibanon/tubeup

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

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 (Mar 2021 - Apr 2021)

https://github.com/Windows81/Bring-Back-Buffets

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

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.