

Ahmed Abo-Shadi

+1 (714) 463 5142 <https://linkedin.com/in/visualplugin>
<https://github.com/Windows81> aboshadi.n.ahmed@gmail.com

Thursday, 19 February 2026 at 23:56:58 UTC

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.
- *Computer Engineering*: Learning about how to manipulate hardware helps me solve even more pressing technical issues.
- *Civil Engineering*: 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.

Listed Skills

• Python	• C++	• Rust	• JavaScript
• HTML5; CSS3	• PHP	• Roblox Lua(u)	• x86 Assembly
• MongoDB	• MySQL	• Next.js; React	• Docker Compose
• Git; GitHub	• GNU/Linux	• Bash	• PowerShell
• Android/Linux			• FFmpeg
• Affinity Photo	• FL Studio	• OBS Studio	• Filmora 13
• VS Code; VSCodium	• Documenting Stuff		• Microsoft Office

Employment

• Engineering Assistant @ Professional Engineering Center - June 2015 thru now

- Responsible for maintaining on-site SMB-compatible file servers with sensitive data going back since 2003, enabling reliable file access for the engineering team.
- Additionally, leveraging AutoCAD to transform sketches into digitised drawings, which are then reviewed and signed by a licensed civil engineer.
- Supporting commercial and industrial construction projects for multi-national manufacturers and regional utility providers.
- Reverse-engineered and modified legacy plugins to fully support modern versions of AutoCAD, allowing company operations to fully migrate to a updated tool suite.

• **Raising Cane's and El Pollo Loco** - Aug 2019 thru June 2021

- Communicated with customers and team members in a fast-paced environment.
- Operated drive-thru and dine-in cash registers with total revenue exceeding \$3000 per day; processing orders through the POS system and supporting overall restaurant operations.
- Helped maintain steady order throughput during peak hours.

• **On-call Designer @ Islamic Institute of Orange County et al.** - April 2016 thru now

- Controlling graphic design for printed and digital materials for social events leveraging Affinity Photo and Canva, ensuring brand consistency and on-time delivery.
- Creating marketing copy for affiliated non-profits such as Sabil USA, BSA Scouts, and Girl Scouts of America.
- Matching design language with existing literature and coordinating with print shops, reducing revision.
- Additionally, designed real-estate visuals for agents contracted by Berkshire Hathaway.

• **Research Internship @ CSU Fullerton** - Sep 2017 thru May 2018

- Analysed my first proper code base and documented findings that helped the research team streamline future development.
- Supported graduate students in building a Java-based brain-computer interface targeting users with limited mobility.
- Coordinated with Professor Kiran George under the Val Tech Program to log internship hours, ensuring that I and the team met our reporting requirements.
- *My assigned task:* To design a mock user interface for initial calibration procedure.
- **Salient Moment:** I identified and took the initiative to solve issues which were outside my purview.
 - During a meeting, I overheard that the researchers were facing challenges in accessing a specific data structure obscured by dependency code, which blocked their analysis.
 - I located the data structure in a private variable buried in a library class.
 - To add some spice, I drafted a digital illustration showing the variable's name and presented that to the group.
 - However, my solution was not actionable as it required changes to the dependency code and overlooked other project needs.

Projects & Research

• **Rōblox Freedom Distribution** - July 2023 thru now

- <https://github.com/Windows81/Roblox-Freedom-Distribution>
- I have been developing games on Rōblox from 2013, having had an account since 2008.
- At the time, the company was a small Silicon-Valley start-up.
- Over the years, its developer-friendly tools led me to take up my current-day career as a programmer.
- From 2023, I've built a scalable application for users to *host* and *join* self-hosted, historic versions of Rōblox in a local- or wide-area network.
- Created a Python bootstrapper, dually for end users and custom backends, for seamless connectivity.
- Enhanced functionality through team collaboration, code reviews, and feature development.
- Evaluated fair-use compliance by auditing business-legal literature, publicly disclosing analysis of legal risks and benefits of various intended use cases.

• Frontend Developer at GameIn - Sep 2023 thru Mar 2024

- Before graduating from UC Irvine, I took a capstone course where I collaborated, among classmates, with one of a choice of several companies.
- Owing to my prior experience in videogame development, I chose to work with GameIn, who were building a tool to match e-sports streamers and paying sponsors.
- Implemented mobile-user-friendly pages; leveraged Next.js (and thus React) from mockups that we also made.
- Arranged, as part of a team, a slide deck with stylistic help from Figma.
 - The slide deck was presented to an audience of approx. 50 other students and their families.

• Bring Back Buffets - March & April 2021

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

- During the Covid lockdowns, I engineered a mobile web app to revive buffets whilst minimising inflection risk.
- This project's user-interaction model drew inspiration from how some Korean barbecue establishments operate:
 - Where dine-in customers can order food directly from a website they can access from their phones.
- I built separate user interfaces for customers, cashiers, and back-of-house staff, with step-by-step documentation for setup.
- Although the project is fully developed, I was unable to secure clients.

• GoAnimate Wrapper - Dec 2019 thru Nov 2020

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

- Using GoAnimate's *Legacy Video Maker*, I animated some engaging videos on my YouTube channel, often satirising trends set forth by other publishers who use the same tool.
 - However, it needed a remote server for file persistence and access to crucial assets, which was being discontinued after 2019.
 - A newer version of the program existed, but lacked crucial animation assets and effects.
- GoAnimate Wrapper is a server-backend application designed to interop with Vyond's Legacy Video Maker.
- Reverse-engineered Flash files and analysed legacy ActionScript code.
- Created and scaled a modern JavaScript interface replicating GoAnimate's back-end functionalities.
- With a team of experts managing the community up to this day, Wrapper became my most popular application.
- Because of the need that it filled, my tool delivered hundreds of engaging video experiences.
 - By May 2021, over 21,000 results would appear on a YouTube query for Wrapper and its successors.

• Rōblox Script Executor - July 2022 thru May 2023

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

- was a command-line interface facilitating script execution on Rōblox.
- 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.

• "Screwdja YuJa" - Dec 2022

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

- I discovered and disclosed a severe vulnerability in YuJa's API.
- Over 6,000,000 academic videos, including private recordings of students taking proctored exams, were exposed on the open net.
- After sending the initial message, I was put directly in touch with the Chief Business Officer.
- YuJa released a security patch after ~2 days, closing the loop-hole for good.

• Webhooky - Feb 2018 thru Sep 2019

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

- Discord's webhook API allows developers to easily send custom messages from live Rōblox games to a shared space on Discord, where data persistence is more accessible than on Rōblox's servers.
- In 2018, when Discord abruptly blocked all webhook activity from Rōblox servers, I built a lightweight proxy to suit that need.
- Made use of PHP, SQL (MySQL), and PHPMyAdmin to process and store request logs.
- Served over 200 distinct games, including from major studios such as ROLVe.
- Monitored and tracked infrastructure usage stats on cPanel via 000webhost, avoiding excessive downtime.

• Tubeup - Aug 2023

- I use a variety of tools, most of which I install from GitHub, to automate tasks that would otherwise take me months to complete.
- However, some of these tools are missing features or contain bugs which are trivial to fix.
-
- <https://github.com/bibanon/tubeup>
- Tubeup is a Python utility with 478 stars and new versions being released as of Feburary 2026.
- It uses the yt-dlp and internetarchive libraries to download videos from YouTube to re-upload to the Internet Archive.
- I discovered Tubeup in 2023 to help mitigate the risk of my prior work on YouTube being undiscoverable due to shifting policies.
- On a batch of 234 videos, the program crashed on attempting to download deleted or invalid media.
- I patched Tubeup to alleviate the issue, then I submitted my changes via a pull request on the official project page.
- Unlike most other projects to which I contributed, the author quickly accepted my changes.