

Ahmed Vip Abo-Shadi

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Skills

Node.JS; HTML5/CSS3; React; MongoDB; Roblox Lua(u); Python; FFmpeg; Git; GitHub; GNU/Linux; Bash; PowerShell; C++; Android/Linux; Docker Compose; PHP; MySQL; Documenting Stuff; Affinity Photo; FL Studio; Microsoft Office; OBS Studio; Filmora 13; Blender; VS Code; OpenDocument;

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

Earned 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

Röblox Freedom Distribution (Jul 2023 - current)

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

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

Developed a Python bootstrapper for clients and servers, enhancing data connectivity and integration.

Collaborated with a cross-functional team to improve functionality through code reviews and feature development.

Conducted compliance audits to ensure fair-use practices, aligning with data governance standards.

Bring Back Buffets (Mar 2021 - Apr 2021)

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

Bring Back Buffets was a mobile web app written in JavaScript aimed at reviving buffets that had to close due to Covid. This project's user-interaction model drew inspiration from how Korean barbecue establishments operate.

Engineered user interfaces for customers, cashiers, and kitchen staff, focusing on user experience and data flow.

Streamlined the Covid dining experience with mobile-device ordering, enhancing customer satisfaction metrics.

Developed a cashier system for efficient order tracking, utilizing data analytics for operational improvements.

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 my most significant production-level full-stack web infrastructure project.

Created and scaled a modern Node.JS interface, replicating back-end functionalities and improving data processing efficiency.

Analyzed legacy ActionScript code to enhance data interoperability and user engagement.

Delivered hundreds of engaging video experiences, utilizing data insights to drive content creation strategies.

Röblox Script Executor (Jul 2022 - May 2023)

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

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

Constructed custom syntax for script execution in Luau, improving user interaction with data-driven scripts.

Introduced per-script parameterization for user ease, enhancing the overall user experience.

Created a repository of 142 predefined scripts, incorporating documentation for data usage best practices.

Tubeup (Aug 2023)

<https://github.com/bibanon/tubeup>

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

Addressed bugs within a payload of 234 YouTube videos, applying data analysis to identify and resolve issues.

Implemented fixes on GitHub to account for deleted assets, ensuring data integrity and availability.

Utilized yt-dlp's Python interface to streamline data retrieval processes.

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.

Led the effort to release a major security patch within 48 hours, demonstrating problem-solving and technical skills.

Analyzed saved videos and metadata, ensuring data security and compliance with best practices.

Time is Musical (May 2021 - Feb 2022)

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

Time is Musical is a musical adaptation of the WWV time station.

Streamed live on YouTube using FFmpeg's lavfi filter, applying data analysis to optimize streaming parameters.

Mastered, mixed, and reproduced a composition of five tracks, utilizing data-driven techniques for sound quality enhancement.

Developed an algorithm to uniquely select playing loops per minute, showcasing advanced data manipulation skills.

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.

Utilized PHP, SQL (MySQL), and PHPMyAdmin to process and store request logs, enhancing data management capabilities.

Empowered over 200 game developers to transfer data to Discord, demonstrating the impact of data integration solutions.

Monitored and tracked infrastructure usage stats on cPanel, applying data analytics for performance optimization.

Rōblox Custom Catalogue (Jun 2021 - May 2022)

<https://www.roblox.com/games/7073192492/UGC-Spr>

Rōblox Custom Catalogue was a prospective Free marketplace licensed under GNU GPL.

Designed a user interface using Rōblox Studio, focusing on data presentation and user engagement.

Enabled users to sell hats,