Ahmed (VisualPlugin) Abo-Shadi

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> **I'm seeking a full- or part-time position in Orange County, California. I can work remotely or in-person.**
> **My objective is 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
- 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

<u>California State University, Fullerton</u>	prospective

- *Pursuing a MS in Computer Engineering*
- *Investing in a stronger emphasis in computer hardware*

<u>University of California, Irvine</u>	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*

<u>Santiago Canyon College</u>	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*

Projects

<u>Rōblox Freedom Distribution</u> is a streamlined culmination of research to allow users to host and join Rōblox servers in a local- or wide-area network.	Jul 2023 - current

- *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*

<u>Bring Back Buffets</u> 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.	Mar 2021 - Apr 2021

- *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*

<u>GoAnimate Wrapper</u> 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.	Dec 2019 - Nov 2020

- *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*

<u>Rōblox Script Executor</u> was a command-line interface facilitating script execution on Rōblox.	Jul 2022 - May 2023

- *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*

<u>Tubeup</u> is a project I reviewed and contributed code to re-upload videos from my YouTube chanel to the Internet Archive.	Aug 2023

- *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*

<u>Screwdja-YuJa</u> addressed a severe vulnerability in YuJa's API that I identified and reported.	Dec 2022

- *Bootstrapped effort to release a major security patch after ~2 days*
- *Exposed saved videos and metadata, resolved after notification*

<u>Time is Musical</u> is a musical adaptation of the WWV time station	May 2021 - Feb 2022

- *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*

<u>Webhooky</u> was a lightweight, database-driven webhook proxy for Rōblox games interacting with Discord's webhook API.	Feb 2018 - Sep 2019

- *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*
- *Montored and tracked infrastructure usage stats on cPanel via 000webhost*

<u>Rōblox Custom Catalogue</u> was a prospective Free marketplace licensed under GNU GPL.	Jun 2021 - May 2022

- *Designed a sleek user interface using Rōblox Studio, without third-party libraries*
- *Enabled potential users to sell hats, accessories, and packages outside the official Rōblox store*

<u>Windows81.github.io</u> is a personal website hosted on GitHub Pages.	May 2020

- *Compiled my creative 3D-showcasing work on Rōblox*
- *Incorporated elements of responsive philosophy*
- *Hand-coded using HTML and CSS, sans third-party frameworks*

Work/Community Experience

<u>Front-end Developer at GameIn</u> *a tool to match e-sports streamers and financial sponsors*	Sep 2023 - Mar 2024

- *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; styled with Figma*

<u>Contracted Graphic Designer @ Islamic Institute of Orange County</u> *et al.*	Apr 2016∕Present

- *Advertised social events with non-profits, e.g. 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*

<u>Internship @ CSU Fullerton</u> *under the Val Tech Program*	Sep 2017∕May 2018

- *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 *(on call)*   Jun 2015 - Present
-   *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 *(customer service, part-time)*   Aug 2019 - Jun
-   *Effectively communicated with customers and team members in a fast-paced environment*   2021
-   *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*