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

- MySQL; MongoDB
- Hands-on IT Experience
- API Design
- Network Configuration
- Python; PHP; Node.js
- Collaboration and Cross-team Communication
- Version Control
- Bash/Powershell Automation
- Microsoft Systems
- HTML5/CSS3
- MongoDB
- Docker Compose
- TCP/IP Protocols

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*

Projects

Rōblox Freedom Distribution — Jul 2023 - current
Rōblox Freedom Distribution is a streamlined culmination of research to allow users to host and join Rōblox servers in a local- or wide-area network.
- *Designed and deployed cross-platform network configurations to optimize client-server connectivity*
- *Conducted diagnostic programs to monitor server performance and address network issues*
- *Troubleshot technical problems for warehouse-style multi-user environments in a LAN/WAN configuration*

Webhooky — Feb 2018 - Sep 2019
Webhooky was a lightweight, database-driven webhook proxy for Rōblox games interacting with Discord's webhook API.
- *Developed webhook integrations and API notifications to safely transfer data between multiple platforms*
- *Created a backend framework optimized for high database performance using SQL (MySQL), PHP, and RESTful APIs*
- *Designed and tested systems for real-time communication and integration error debugging*

Tubeup — Aug 2023
Tubeup is a project I reviewed and contributed code to re-upload videos from a YouTube channel to the Internet Archive.
- *Debugged network-interaction code related to video payload delivery, ensuring fault-tolerant operations*
- *Built Python tools to enhance compatibility across cloud-hosted infrastructure*
- *Contributed fixes toward optimizing file transfer protocols and video metadata archiving*

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

Jul 2022 - May 2023

-   *Built T-SQL scripts for managing and organizing large-scale database parameters*
-   *Automated the execution of customizable CLI workflows for server operators across remote APIs*
-   *Developed operational tooling to streamline backend command operations and debugging efforts*

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 a significant full-stack web infrastructure project.

Dec 2019 - Nov 2020

-   *Designed backend tools to improve fault-tolerant server processes for ground-up troubleshooting*
-   *Provided user-facing logging systems for both network events and asset generation pipelines*
-   *Conducted performance metrics and led implementation updates for continuous system improvement*

Work/Community Experience

Front-end Developer at GameIn *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, 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 *et al.*

Apr 2016 - Present

-   *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 *under the Val Tech Program*

Sep 2017 - May 2018

-   *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 *(on call)*

Jun 2015 - Present

-   *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 *(customer service, part-time)*

Aug 2019 - Jun 2021

-   *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.*