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alias *VisualPlugin* – 2026-02-11T09:37:55.398Z

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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.

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.

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 using 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 Node.js 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

Tubeup - Aug 2023

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

- I use a variety of tools, most of which I install from GitHub, to automate tasks that would otherwise take me months to complete.
- Though, some do have bugs requiring manual intervention.
- To mitigate the risk of losing my YouTube videos due to shifting policies, I used a program to re-upload my YouTube videos to the Internet Archive.
- I reviewed and contributed code to facilitate this process.
- After exploring yt-dlp's Python interface and fixing bugs for a batch of 234 videos, I developed a mechanism to skip deleted videos.
- Unlike most of my other contributions, these fixes were quickly accepted in a pull request.

"Screwdja YuJa" - Dec 2022

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

- I discovered and disclosed a severe vulnerability in YuJa's API.
 - Millions* of private videos, including 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.

Time is Musical - May 2021, Feb 2022

- <https://github.com/Windows81/Time-Is-Musical>
- is a musical adaptation of the WWV time station
 - 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

Webhooky - Feb 2018 thru Sep 2019

- <https://github.com/Windows81/Playing-Webhooky>
- was a lightweight, database-driven webhook proxy for Röbllox games interacting with Discord's webhook API.
 - 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
 - Monitored and tracked infrastructure usage stats on cPanel via 000webhost

Employment

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 using 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.

• Internship @ CSU Fullerton - Sep 2017 thru May 2018

- Analysed my first proper code base and documented findings that helped the 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 research team met our reporting requirements.
 - *My assigned task:* To design a mock user interface for initial calibration procedure.
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- **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.

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

- Provisioned and responsible for maintaining sensitive on-site file servers with Samba, enabling secure file access for the engineering team.
- Additionally, digitising drawings to AutoCAD, which are then reviewed and analysed by a licensed civil engineer.
- Supporting the construction and repair of commercial and industrial sites by clients, including multi-national manufacturers and regional utility providers.

• 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, processing orders through the POS system and supporting overall restaurant operations.
 - Helped maintain steady order throughput during peak hours.
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- **Salient Moment:** I resolved a customer's vehicle breakdown in the drive-thru lane by coordinating with staff and safely clearing the path, allowing service to resume promptly and preventing service delays.
 - One busy evening, I noticed that a car was stuck on the path.
 - Upon seeing the issue, I approached nearby drivers and asked if any had jumper cables and found one who came prepared.
 - I requested that other customers yield before a shift manager transitioned to handle drive-thru orders and took over from there.

Listed Skills

- Python
- C++
- Rust
- Node.js
- 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