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alias *VisualPlugin* – 2026-02-03T06:07:46.675Z

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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.
- *Comp. Eng.*? Learning about how to manipulate hardware helps me solve even more pressing technical issues.
- *Civil Eng.* 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>
- Rōblox has been a part of my life since I was young in 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.
- Since 2023, I've built a full-stack 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 clients and servers, for seamless connectivity
- Enhanced functionality through team collaboration, code reviews, and feature development.
- Evaluated fair-use compliance by auditing business-legal literature.

• Front-end Developer at Gameln - 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 Gameln, who were building a tool to match e-sports streamers and paying sponsors.
- Implemented mobile-responsive pages using Next.js (and thus React) from existing mockups.
- Collaborated directly with other developers and C-suite personnel.
- Arranged, as part of a team, a slide deck with stylistic help from Figma.
- The slide deck was presented to an audience of

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.

Röblox Script Executor - July 2022 thru May 2023

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

- was a command-line interface facilitating script execution on Röblox.
- 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 Roblox 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 print- and digital-based marketing materials, for social events,
- Including on behalf of affiliated non-profits such as Sabil USA, BSA Scouts, and Girl Scouts of America.
- Responsibilities include matching design language with existing literature and coordinating with print shops.
- Additionally, designed real-estate copy for Berkshire Hathaway agents.

• Internship @ CSU Fullerton - Sep 2017 thru May 2018

- Explored and analysed my first proper code base in Java, enhancing my understanding of medium-scale software development.
- Assisted graduate students in developing a brain-computer interface targeting users with limited mobility.
- Internship hours were provisioned under the Val Tech Program, under the guidance of Professor Kiran George, PhD, who coordinated the project.
- **My assigned task:** To design a mock user interface for initial calibration procedure.
- **Salient Moment:** I took the initiative to solve issues that 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.
 - I discovered that the data was in a private variable.
 - To add some spice, I drafted a digital illustration showing the variable's name and presented that to the group.
 - However, my solution required changes to the dependency code and overlooked other project needs.

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

- Provisioned sensitive on-site file servers using Ubuntu and Samba.
- Assisting in architectural and structural design plans of commercial and industrial sites.

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

- Communicated with customers and team members in a fast-paced environment.
- Assumed drive-thru and dine-in cashier roles to support overall operations.
- Handled cash transactions using point-of-sale systems.

Salient Moment: I fixed an issue with a customer whose car engine died *in the drive-thru*.

- 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 began to request that others give way — when a shift manager was switching to handle drive-thru orders and took over from there.

Listed Skills

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|---------------------|------------------|--------------|--------------------|
| • 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 | | | |