Ahmed "VisualPlugin" Abo-Shadi

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> **I'm available for a full-time position (remote or in-person) from Sep. 2023 onwards in Orange County, California.**
> **I would love to work for a software company which promotes social good and nurtures coöperative relationships!**

Technical Skills

• Node.JS	• Python	• C++	• Documentation	• Filmora 12
• HTML5/CSS3	• FFmpeg	• C# (.NET)	• Affinity Photo	• Shotcut
• React	• PowerShell	• Docker Compose	• FL Studio	• Blender
• MongoDB	• GNU/Linux	• PHP	• Microsoft Office	• VS Code
• Roblox Lua(u)	• Bash	• MySQL	• OBS Studio	• OpenDocument

Education

<u>University of California, Irvine</u> *– 3.67 GPA and rising* — before June 2024

- *Currently finishing BS in Software Engineering under part-time study*
- *Enrolled at the school of Informatics & Computer Science*
- *Achieved a 3.80 GPA for all in-person courses (Fall 2021 and later)*
- *Participated at ACM; devised and presented solutions for LeetCode problems*
- *Started course track for MS in Software Engineering programme at CSUF*

<u>Santiago Canyon College</u> *– 3.6 GPA* — 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>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. — 2021-03 / 2021-04

- *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 designed 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. — 2019-12 / 2020-11

- *Created a modern Node.JS API 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. — 2022-07 / 2023-05

- *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 contributed code to enable efficient re-upload of a significant portion of a YouTube channel to the Internet Archive. — 2023-08

- *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*

Screwdja-YuJa was a severe vulnerability in YuJa's API I identified and reported.   2022-12
-   *Sparked effort to a major API patch after ~2 days*
-   *Exposed saved videos and metadata, resolved after notification*

Time is Musical is a musical adaptation of the WWV time station   2021-05 / 2022-02
-   *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 was a lightweight, database-driven webhook proxy for Rōblox games interacting with   2018-02 / 2019-09
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*
-   *Montored and tracked infrastructure usage stats on cPanel via 000webhost*

Rōblox Custom Catalogue was a prospective Free marketplace licensed under GNU GPL.   2021-06 / 2022-05
-   *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*

Windows81.github.io is a personal website hosted on GitHub Pages.   2020-05
-   *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

Rōblox Tutor @ IIOC Community Center *prospective*   2023-06 / Present
Preparing a cirriculum for basic and intermediate Rōblox development
Establishing an audience of students aged approx. 8 through 13
Carefully selecting an adequate pricing scheme according to market value

Contracted Graphic Designer @ Islamic Institute of Orange County *et al*   2016-04 ⁄ Present
Advertised social events with non-profits, such as Islamic Institute of Orange County and Sabil USA
Designed real-estate marketing materials for Berkshire Hathaway agents
Commissioned to design over 20 event fliers for non-profit organizations

Internship @ CSU Fullerton *under the Val Tech Program*   2017-09 ⁄ 2018-05
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)*   2015-06 / 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