Ahmed Vip Abo-Shadi

Phone: +1 (714) 463 5142

GitHub: www.github.com/Windows81

Email: aboshadi.n.ahmed@gmail.com

Skills

JavaScript; Node.js; React; UI/UX; Responsive Design; Prototyping; Python; Git; GitHub; HTML5/CSS3; MongoDB; Bash; Powershell; GNU/Linux; Blockchain Knowledge; OBS Studio; FFmpeg; FL Studio; Affinity Photo; Microsoft Office; Filmora;

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

Work

Front-end Developer at GameIn (Sep 2023 - Mar 2024)

a tool to match e-sports streamers and financial sponsors

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 (Apr 2016 / Present)

et al.

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 (Sep 2017 / May 2018)

under the Val Tech Program

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 (Jun 2015 - Present)

(on call)

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 (Aug 2019 - Jun 2021)

(customer service, part-time)

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.

Projects

Rōblox Freedom Distribution (Jul 2023 - current)

https://github.com/Windows81/Roblox-Freedom-Distribution

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.

Created a cross-platform Python bootstrapper solution enabling seamless server-client connectivity

Collaborated with a team of developers in an agile environment to enhance product functionality through code reviews

Conducted audits for fair-use compliance and integrated legal research into the solution

Bring Back Buffets (Mar 2021 - Apr 2021)

https://github.com/Windows81/Bring-Back-Buffets

Bring Back Buffets 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.

Engineered interactive customer and staff interfaces as part of a scalable web app workflow

Pioneered a responsive dining user experience (UX), optimized for mobile devices and safe dining practices

Designed and developed a cashier system and bussing tool for order preparation tracking in real-time

GoAnimate Wrapper (Dec 2019 - Nov 2020)

https://github.com/GoAnimate-Wrapper/GoAnimate-Wrapper

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.

Developed a scalable Node.js-based interface to replicate a legacy system's back-end functionality

Collaborated with the community for rapid prototyping and refinement of ActionScript code

Facilitated the development of thousands of engaging video outputs, showcasing scalability in consumer-facing tools

Tubeup (Aug 2023)

https://github.com/bibanon/tubeup

Tubeup is a project I reviewed and contributed code to re-upload videos from a YouTube channel to the Internet Archive.

Utilized Python-based tooling to debug and optimize re-upload tasks for a high volume of digital video assets

Conducted repository maintenance to integrate fixes for compatibility and modular performance

Time is Musical (May 2021 - Feb 2022)

https://github.com/Windows81/Time-Is-Musical

Time is Musical is a musical adaptation of the WWV time station.

Developed a live-streaming algorithm using FFmpeg and Python to create generative music experiences

Designed a scalable composition framework leveraging Python scripting and media design pipelines

Integrated UX-forward features designed to engage live-stream audiences with music interactivity