Ahmed Vip Abo-Shadi

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Skills

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;

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

Collaborated directly with other developers and C-suite personnel

Took part in building and presenting a team-wide slide deck in Google Slides; styled with Figma

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

Additionally, designed real-estate marketing materials for Berkshire Hathaway agents

Commissioned to design over 20 event fliers for non-profit organizations

Internship @ CSU Fullerton (Sep 2017 - May 2018)

under the Val Tech Program

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 (Jun 2015 - Present)

(on call)

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

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

Assumed different roles within the restaurant to support overall operations

Handled cash transactions and using point-of-sale systems

Addressed customer concerns and resolving issues in a positive and efficient manner

Carefully selecting an adequate pricing scheme according to market value

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 Python bootstrapper, dually for clients and servers, for seamless connectivity

Enhanced functionality through team collaboration, code reviews, and feature development

Ensured fair-use compliance by auditing business-legal literature

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 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

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 my most significant production-level full-stack web infrastructure project.

Created and scaled a modern Node.JS interface 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

Rōblox Script Executor (Jul 2022 - May 2023)

https://github.com/Windows81/Roblox-Script-Executor-CLI

Rōblox Script Executor 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

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

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 (Dec 2022)

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

Screwdja-YuJa addressed a severe vulnerability in YuJa's API that I identified and reported.

Bootstrapped effort to release a major security patch after ~2 days

Exposed saved videos and metadata, resolved after notification

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

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 - Sep 2019)

https://github.com/Windows81/Playing-Webhooky

Webhooky was a lightweight, database-driven webhook proxy for Rōblox 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

Montored and tracked infrastructure usage stats on cPanel via 000webhost

Rōblox Custom Catalogue (Jun 2021 - May 2022)

https://www.roblox.com/games/7073192492/UGC-Spr

Rōblox Custom Catalogue was a prospective Free marketplace licensed under GNU GPL.

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 (May 2020)

https://windows81.github.io

Windows81.github.io is a personal website hosted on GitHub Pages.

Compiled my creative 3D-showcasing work on Rōblox

Incorporated elements of responsive philosophy

Hand-coded using HTML and CSS, sans third-party frameworks