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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

Röblox Freedom Distribution - July 2023 thru now

- <https://github.com/Windows81/Roblox-Freedom-Distribution>
- Röblox 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 Röblox 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-Bufferets>
- During the Covid lockdowns, I engineered a mobile web app to revive buffets whilst minimising infection 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/Roblox-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 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
- 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 coördinating 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 coördinated 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.
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- **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 | | | |