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alias *VisualPlugin*

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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

Rōblox Freedom Distribution - 2023-07 / current

- <https://github.com/Windows81/Roblox-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 - 2021-03 / 2021-04

- <https://github.com/Windows81/Bring-Back-Bufferets>
- 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 - 2019-12 / 2020-11

- https://github.com/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

Röblox Script Executor - 2022-07 / 2023-05

- 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 - 2023-08

- https://github.com/bibanon/tubeup
- is a project I reviewed and contributed code to re-upload videos from my YouTube channel 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 - 2022-12

- https://github.com/Windows81/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 - 2021-05 / 2022-02

- 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 - 2018-02 / 2019-09

- https://github.com/Windows81/Playing-Webhooky
- was a lightweight, database-driven webhook proxy for Röblox 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

Röblox Custom Catalogue - 2021-06 / 2022-05

- https://www.roblox.com/games/7073192492/UGC-Spr
- was a prospective Free marketplace licensed under GNU GPL.
- Designed a sleek user interface using Röblox Studio, without third-party libraries
- Enabled potential users to sell hats, accessories, and packages outside the official Röblox store

Windows81.github.io - 2020-05

- https://windows81.github.io
- is a personal website hosted on GitHub Pages.
- Compiled my creative 3D-showcasing work on Röblox
- Incorporated elements of responsive philosophy
- Hand-coded using HTML and CSS, sans third-party frameworks

• Front-end Developer at Gameln - 2023-09 / 2024-03

- 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
- Took part in building and presenting a team-wide slide deck in Google Slides with stylistic help from Figma

• 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
- Additionally, designed real-estate marketing materials for Berkshire Hathaway agents
- Commissioned to design over 20 event fliers for non-profit organizations

• Internship @ CSU Fullerton - 2017-09 / 2018-05

- 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 - 2015-06 / 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 - 2019-08 / 2021-06

- (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