

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

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|-----------------|--------------|------------------|--------------------|----------------|
| • 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

University of California, Irvine – 3.67 GPA and rising

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.

before June 2024

Santiago Canyon College – 3.6 GPA

Majored in Computer Science; graduated with an AA in Liberal Arts.

Earned a 4.0 GPA for major-related courses.

Re-took courses in data structures; enrolled in STEM Academy.

May 2020

Projects

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.

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

GoAnimate Wrapper 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

Röblox Script Executor was a command-line interface facilitating script execution on Röblox.

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

Tubeup 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

<p><u>Screwджа-YuJa</u> was a severe vulnerability in YuJa's API I identified and reported.</p> <ul style="list-style-type: none"> - Sparked effort to a major API patch after ~2 days - Exposed saved videos and metadata, resolved after notification 	2022-12
<p><u>Time is Musical</u> is a musical adaptation of the WWV time station.</p> <ul style="list-style-type: none"> - 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 	2021-05 / 2022-02
<p><u>Webhooky</u> was a lightweight, database-driven webhook proxy for Rōblox games interacting with Discord's webhook API</p> <ul style="list-style-type: none"> - 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 	2018-02 / 2019-09
<p><u>Rōblox Custom Catalogue</u> was a prospective Free marketplace licensed under GNU GPL.</p> <ul style="list-style-type: none"> - 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 	2021-06 / 2022-05
<p><u>Windows81.github.io</u> is a personal website hosted on GitHub Pages.</p> <ul style="list-style-type: none"> - Compiled my creative 3D-showcasing work on Rōblox - Incorporated elements of responsive philosophy - Hand-coded using HTML and CSS, sans third-party frameworks 	2020-05
Work/Community Experience	
<p><u>Rōblox Tutor @ IIOC Community Center</u> <i>prospective</i> Preparing a curriculum 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.</p>	2023-06 / Present
<p><u>Contracted Graphic Designer @ Islamic Institute of Orange County</u> <i>et al.</i> 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.</p>	2016-04 / Present
<p><u>Internship @ CSU Fullerton</u> <i>under the Val Tech Program.</i> 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.</p>	2017-09 / 2018-05
<p><u>Professional Engineering Course Center</u> <i>(on call)</i> 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.</p>	2015-06 / Present