

Ahmed (VisualPlugin) Abo-Shadi

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I'm seeking a full- or part-time position in Orange County, California. I can work remotely or in-person. My objective is to work for a software company which promotes social good and nurtures coöperative relationships!

Technical Skills

- Node.JS
- Python
- PowerShell
- MySQL
- OBS Studio
- HTML5/CSS3
- FFmpeg
- C++
- Documenting Stuff
- Filmora 13
- React
- Git; GitHub
- Android/Linux
- Affinity Photo
- Blender
- MongoDB
- GNU/Linux
- Docker Compose
- FL Studio
- VS Code
- Roblox Lua(u)
- Bash
- PHP
- Microsoft Office
- OpenDocument

Education

California State University, Fullerton

- Pursuing a MS in Computer Engineering
- Investing in a stronger emphasis in computer hardware

prospective

University of California, Irvine

- 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

March 2024

Santiago Canyon College

- Majored in Computer Science; graduated with an AA in Liberal Arts
- Re-took courses in data structures; enrolled in STEM Academy
- Earned a 4.0 GPA for major-related courses

May 2020

Projects

Röblox Freedom Distribution is a streamlined culmination of research to allow users to host and join Röblox 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

Jul 2023 - current

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

Mar 2021 - Apr 2021

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

Dec 2019 - Nov 2020

<p><u>Röblox Script Executor</u> was a command-line interface facilitating script execution on Röblox.</p> <ul style="list-style-type: none"> - 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 	Jul 2022 - May 2023
<p><u>Tubeup</u> is a project I reviewed and contributed code to re-upload videos from my YouTube channel to the Internet Archive.</p> <ul style="list-style-type: none"> - 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 	Aug 2023
<p><u>ScrewDja-YuJa</u> addressed a severe vulnerability in YuJa's API that I identified and reported.</p> <ul style="list-style-type: none"> - Bootstrapped effort to release a major security patch after ~2 days - Exposed saved videos and metadata, resolved after notification 	Dec 2022
<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 	May 2021 - Feb 2022
<p><u>Webhooky</u> was a lightweight, database-driven webhook proxy for Röblox 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 	Feb 2018 - Sep 2019
<p><u>Röblox 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 Röblox Studio, without third-party libraries - Enabled potential users to sell hats, accessories, and packages outside the official Röblox store 	Jun 2021 - May 2022
<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 Röblox - Incorporated elements of responsive philosophy - Hand-coded using HTML and CSS, sans third-party frameworks 	May 2020

Work/Community Experience

<p><u>Front-end Developer at Gameln</u> a tool to match e-sports streamers and financial sponsors</p> <ul style="list-style-type: none"> - 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 	Sep 2023 - Mar 2024
<p><u>Contracted Graphic Designer @ Islamic Institute of Orange County</u> et al.</p> <ul style="list-style-type: none"> - 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 	Apr 2016 - Present
<p><u>Internship @ CSU Fullerton</u> under the Val Tech Program</p> <ul style="list-style-type: none"> - 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 	Sep 2017 - May 2018

Professional Engineering Course Center (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*

Jun 2015 - Present

Raising Cane's; El Pollo Loco (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*

Aug 2019 - Jun 2021