Ahmed (VisualPlugin) Abo-Shadi

+1 (714) 463 5142 *www.github.com/Windows81* *aboshadi.n.ahmed@gmail.com*

> **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	• Git; GitHub	• C++	• Documenting Stuff
• Python	• GNU/Linux	• Android/Linux	• PowerShell
• FFmpeg	• Bash	• Docker Compose	• HTML5/CSS3

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*

Projects

Rōblox Freedom Distribution
Jul 2023 - Current

Rōblox Freedom Distribution is a platform enabling users to host and connect to Rōblox servers in local or wide-area networks.
- *Designed a Python-based bootstrapper to improve client-server connectivity and protocol handling.*
- *Enhanced functionality by performing code reviews and contributing to feature implementation.*
- *Conducted compliance audits to ensure adherence to fair-use practices and data security standards.*

Time is Musical
May 2021 - Feb 2022

Time is Musical is a project streaming real-time audio compositions inspired by the WWV time station.
- *Built an algorithm to dynamically process time-based audio loops for robust real-time playback.*
- *Optimized parameters for live streaming using FFmpeg's lavfi filter on Linux systems.*
- *Produced and streamed unique musical tracks, applying advanced techniques for sound clarity.*

Rōblox Custom Catalogue
Jun 2021 - May 2022

Rōblox Custom Catalogue was a Free marketplace for sharing and selling user-generated content under GNU GPL.
- *Designed interactive user interfaces using Rōblox Studio to enhance data presentation.*
- *Implemented Lua scripting techniques to streamline customization and improve usability.*
- *Supported real-time functionality by optimizing database queries and scripting protocols.*

Screwdja-YuJa
Dec 2022

Screwdja-YuJa fixed a vulnerability in the YuJa API, ensuring security and compliance within strict timelines.
- *Delivered a security patch in 48 hours, addressing critical API vulnerabilities.*
- *Identified and analyzed risks in saved metadata to prevent further exposure.*
- *Demonstrated problem-solving by securing systems while maintaining operational efficiency.*

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<u>Rōblox Script Executor</u> is a command-line interface for streamlined execution of Luau scripts on Rōblox.	Jul 2022 - May 2023

- *Engineered a custom syntax for executing Lua-based scripts while improving user workflows.*
- *Implemented per-script parameterization for flexibility and enhanced usability.*
- *Built a repository of 142 documented scripts to ensure user accessibility and best practices.*

<u>Webhooky</u> was a webhook proxy system for Rōblox games communicating with Discord APIs.	Feb 2018 - Sep 2019

- *Developed a PHP and MySQL back end to log and analyze webhook requests.*
- *Enabled 200+ developers to integrate their games with Discord's real-time features.*
- *Monitored resource usage in cPanel, improving performance with data-driven insights.*

<u>GoAnimate Wrapper</u> is a project that replicated and extended Vyond's Legacy Video Maker functionality.	Dec 2019 - Nov 2020

- *Built a scalable Node.js back end for processing requests and ensuring system reliability.*
- *Analyzed ActionScript code to improve interoperability and introduce new features.*
- *Generated hundreds of video experiences optimized for performance and user engagement.*

<u>Tubeup</u> is a tool I contributed to for automating YouTube video uploads to the Internet Archive.	Aug 2023

- *Solved bugs in a collection of 234 YouTube videos, ensuring consistent performance.*
- *Addressed issues caused by deleted assets, preserving critical data for future access.*
- *Used yt-dlp's Python interface to streamline video retrieval processes efficiently.*

<u>Bring Back Buffets</u> was a mobile web app aimed at streamlining Covid-safe dining experiences.	Mar 2021 - Apr 2021

- *Designed user interfaces for cashiers, customers, and kitchen staff to enhance usability.*
- *Simplified mobile-ordering workflows to improve safety and customer satisfaction.*
- *Built a custom cashier system, leveraging analytics for operational efficiency.*

Work/Community Experience

<u>Front-end Developer at GameIn</u> *a tool to match e-sports streamers and financial sponsors*	Sep 2023 - Mar 2024

- *Implemented mobile-responsive pages using Next.js (and thus React) from existing mockups, enhancing user experience.*
- *Collaborated directly with developers and C-suite personnel to gather requirements and ensure alignment with business objectives.*
- *Contributed to building and presenting a team-wide slide deck in Google Slides, utilizing Figma for design consistency.*

<u>Contracted Graphic Designer @ Islamic Institute of Orange County</u> *et al.*	Apr 2016 - Present

- *Advertised social events with non-profits, e.g. Islamic Institute of Orange County and Sabil USA, utilizing data-driven design strategies.*
- *Designed real-estate marketing materials for Berkshire Hathaway agents, focusing on effective communication of key messages.*
- *Commissioned to design over 20 event fliers for non-profit organizations, ensuring alignment with branding and audience engagement.*

<u>Internship @ CSU Fullerton</u> *under the Val Tech Program*	Sep 2017 - May 2018

- *Assisted in the development of a brain-computer interface with graduate students, applying analytical skills to support research objectives.*
- *Designed user interface for mock-up calibration procedure, enhancing usability and user experience.*
- *Project coordinated by Professor Kiran George, PhD, fostering collaboration and communication skills.*

Professional Engineering Course Center *(on call)*   Jun 2015 - Present
-   *Consulted in provisioning GNU/Linux file servers for office use using Ubuntu and Samba,*
enhancing data management capabilities.
-   *Assisted in architectural and structural design plans of commercial and industrial sites, applying*
analytical thinking to design challenges.

Raising Cane's; El Pollo Loco *(customer service, part-time)*   Aug 2019 - Jun 2021
-   *Effectively communicated with customers and team members in a fast-paced environment,*
enhancing customer satisfaction.
-   *Assumed different roles within the restaurant to support overall operations, demonstrating*
flexibility and teamwork.
-   *Handled cash transactions and utilized point-of-sale systems, ensuring accurate financial*
reporting.
-   *Addressed customer concerns and resolved issues in a positive and efficient manner, contributing*
to a positive customer experience.
-   *Analyzed pricing schemes according to market value, applying basic data analysis skills to*
support business decisions.