

MOHAMMED SAUD

Bangalore, India
md.saud020@gmail.com

EXPERIENCE

Software Engineer @ Audiotool

JAN 2024 - PRESENT

Worked on a performance-critical web-based DAW using Pixi.js(WebGL) to implement complex but efficient interfaces with an optimized low-latency audio engine using WebAudio inside worklets.

Planned and initiated team-wide effort to migrate UI from legacy frameworks into modern responsive, accessible UI using svelte.

Utilized protobuf with gRPC to implement backend communication with real-time online collaborative features.

[TypeScript](#) | [Svelte](#) | [Pixi.js](#) | [WebGL](#) | [WebAudio](#) | [WebAssembly](#) | [Protobuf](#)

Software Engineer @ Red Hat

JUL 2021 - JAN 2024

Worked on the Trusted Application Pipeline(RHTAP) dashboard to provide a unified experience with managing DevSecOps for hybrid multi-cluster environments.

Implemented websocket-powered APIs and localized components as part of developer tooling for the internal dynamic console plugin SDK.

Contributed improvements to Red Hat's internal open source design system.

[TypeScript](#) | [React](#) | [Kubernetes](#) | [OpenShift](#) | [SLSA](#) | [Tekton](#) | [KCP](#)

Associate Software Engineer @ Red Hat

JUL 2020 - JUL 2021

Worked on the OpenShift developer console dashboard to provide users with a customizable interface and live resource display for OpenShift clusters.

Implemented console UI extensions for multiple OpenShift operators including Tekton, Knative & Helm, using the internal console plugin SDK.

[TypeScript](#) | [React](#) | [Go](#) | [Kubernetes](#) | [OpenShift](#) | [Tekton](#) | [Knative](#) | [Helm](#)

Intern @ Red Hat

SEP 2019 - FEB 2020

Developed an end-to-end demo application of OpenShift's Middleware stack.

Implemented CI/CD using Tekton and serverless deployments using Knative, along with provisioning a cloud-native dev environment through CodeReady Studio.

[TypeScript](#) | [React](#) | [Quarkus](#) | [OpenShift](#) | [Tekton](#) | [Knative](#)

Google Summer of Code 2019 @ Retroshare Project

MAY 2019 - AUG 2019

Implemented a web interface for Retroshare from scratch, using Mithril.js and integrated into the Retroshare desktop client.

[JavaScript](#) | [Mithril.js](#) | [C++](#)

PROJECTS

Vimkubectl — Vim plugin to manage Kubernetes resources

A vim/neovim plugin that provides a set of commands and mappings to asynchronously monitor resources and perform actions on Kubernetes resources.

[Kubernetes](#) | [VimScript](#)

SKILLS

Languages

Typescript, JavaScript, Go, Rust, Lua

Web

Svelte, Pixi.js, React, Redux, HTML, CSS, Scss, i18n, WebGL, WebAudio

Cloud

Kubernetes, OpenShift, Helm, Knative, Tekton

Tools & Platforms

Linux, Nix, Git, Docker, Figma

ACHIEVEMENTS

Top 20 - JS13k Game competition

2024

For creating a JavaScript + WebGL game in less than 13 kb

2nd Place - Fennel Game jam

2023

For creating a game using the Fennel lisp

Red Hat Developer Impact Award

2022

For significant and consistent contributions that have high impact on products and customers

INTERESTS

Open Source Contribution

Actively contributing to multiple open source projects and mentoring new contributors

Game Development

Hobbyist Gamedev with JS & WebGL for the web and Godot, bevy for desktop

Linux

Tinkering with *nix installs and tweaking window managers

LINKS

<https://saud.wtf>

<https://github.com/rottencandy>

<https://linkedin.com/in/rottencandy>