MOHAMMED SAUD

Software Engineer

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EXPERIENCE

Software Engineer @ Red Hat

JUL 2021 - PRESENT

Worked on the Hybrid Application Console UI to provide a simplified experience with managing hybrid multi-cluster environments

Implemented react-friendly APIs and components for the internal console dynamic plugin SDK for use in multiple console extensions

Worked on localizing the OpenShift console by implementing i18n into components

Contributed multiple patches to the PatternFly design system

TypeScript | React | Sass | OpenShift | Tekton | KCP

Associate Software Engineer @ Red Hat

JUL 2020 - JUL 2021

Worked on the OpenShift Developer Console UI to provide a developer-friendly interface to OpenShift clusters

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

Extended the bridge backend operator to add support for additional APIs

TypeScript | React | Sass | Go | OpenShift | Tekton | Knative | Helm

Intern @ Red Hat

SEP 2019 - FEB 2020

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

Created a microservices for RESTful APIs using Quarkus and frontend using React

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

TypeScript | React | Quarkus | 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

Extended the Retroshare service's REST API to supply data to the web interface

Continuing to maintain the project and mentor new students every year

JavaScript | Mithril.js | C++

SELECTED PROJECTS

Vimkubectl — Vim plugin to manage Kubernetes resources

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

Kubernetes | VimScript

Grave Runner — Pure CSS game

A halloween-themed 3D endless runner web game, featuring music and mouse controls, runs purely on HTML & CSS and does not use any JavaScript

Sass | Pug

SKILLS

Languages

Typescript, JavaScript, Go, Rust, Lua

Web

React, Redux, Formik, HTML, CSS, Sass, i18n, WebGL

Cloud

Kubernetes, OpenShift, Helm, Knative, Tekton

Tools & Platforms

Linux, Git, Podman, Docker

ACHIEVEMENTS

2nd Place - Annual Fennel Game jam
2022
For creating a game using the Fennel lisp
Fennel | TIC-80

Top 10 - JS13k Game competition
2020
For creating a JavaScript + WebGL game in less than 13 kb
JavaScript | WebGL | esbuild

INTERESTS

Active Open Source Contributor
Actively contributing to multiple open source projects

Game Development
Gamedev using JS & WebGL for the web and Godot Engine for desktop

Linux
Tinkering with *nix installs and tweaking window managers

LINKS

https://github.com/rottencandy
https://linkedin.com/in/rottencandy