Mohammed Saud

Software Engineer

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EXPERIENCE

Software Engineer @ Red Hat   Jul 2021 - present

TypeScript | React | OpenShift | KCP

- Worked on the Hybrid Application Console project for managed experience on a multi-cluster environment
- Worked on dynamic plugin framework for automatic code generation and chunk loading using API discovery
- Implemented React-friendly APIs and utilities for the console plugin SDK
- Contributed multiple bug-fix & feature patches back to the upstream PatternFly library
- Assisted and mentored multiple new hires through onboarding, code-walkthroughs and pair programming

Associate Software Engineer @ Red Hat   Jul 2020 - Jul 2021

TypeScript | React | Go | OpenShift

- Worked on all parts of the OpenShift developer console, the web interface for OCP
- Implemented UI for topology, Tekton Pipelines, Knative Serveless, and multiple other operators
- Improved & optimized various sections of the import from source to image section
- Involved in implementing the Bridge backend server and console operator to extend APIs

Software Engineering Intern @ Red Hat   Sep 2019 - Feb 2020

TypeScript | React | Quarkus | OpenShift

- Worked on the E2E showcase application of OpenShift's Middleware stack
- Created a section of the application frontend with React and a backend microservice REST API with Quarkus
- Implemented CI/CD using Tekton and Knative, with CodeReady workspaces to provide a cloud-native dev environment

Google Summer of Code 2019 @ Retroshare project (Freifunk)   May 2019 - Aug 2019

JavaScript | Mithril.js | C++

- Implemented an alternate web-based interface to Retroshare from scratch, using the Mithril.js and integrated into the Retroshare desktop client
- Worked on Retroshare Service's endpoints for the JSON API to supply data to the web interface

SKILLS

- **Languages/Frameworks:**
  - TypeScript, JavaScript, React, Redux, Go, Lua, WebGL, Java, Quarkus, Rust
- **Cloud:**
  - Containerization with Docker, Podman, Buildah, Skopeo
  - Orchestration with Kubernetes, OKD(OpenShift)
  - Deployment and CI/CD with Tekton, Serverless & Eventing with Knative
  - Application packaging with Helm

ACHIEVEMENTS AND HOBBIES

- 2nd place in annual Fennel game jam for creating a game using the Fennel Lisp   2022
- Top 10 in the JS13k game competition for creating a JavaScript+WebGL game in less than 13kb   2020
- 1st place in the Hackerupt hackathon, India's first hackathon for high schoolers   2015
- I enjoy tinkering Linux and BSD installs and as a result have a good level of familiarity with *nix systems, from partitioning, patching the Kernel to customizing window managers and across-the-board tweaks