

MOHAMMED SAUD

Bangalore, India
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EXPERIENCE

Software Engineer @ Red Hat

JUL 2021 - PRESENT

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 | Sass | OpenShift | Tekton | KCP

Associate Software Engineer @ Red Hat

JUL 2020 - JUL 2021

Worked on the OpenShift developer dashboard to provide developers 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.

Extended the backend operator to support dynamic customization APIs.

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

Intern @ Red Hat

SEP 2019 - FEB 2020

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

Created RESTful microservices using Quarkus and built frontend with 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 contributors 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 asynchronously monitor resources and perform actions on Kubernetes resources.

Kubernetes | VimScript

Rcomp — X11 window compositor in Rust

A standalone X11 window compositor that composites and decorates windows before rendering them efficiently by offloading computation to the GPU.

Rust | OpenGL

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

Red Hat Developer Impact Award

2022

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

2nd Place - Annual Fennel Game jam

2022

For creating a game using the Fennel lisp

Top 10 - JS13k Game competition

2020

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

INTERESTS

Open Source Contribution

Actively contributing to multiple open source projects and mentoring new contributors

Game Development

Hobbyist Gamedev using 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/rotenccandy>

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