

# MOHAMMED SAUD

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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**

### Endless 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 contain 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

### 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

### Active Open Source Contributor

Actively contributing to multiple open source projects

### 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://github.com/rottencandy>

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