

# MOHAMMED SAUD

Bangalore, India  
[md.saud020@gmail.com](mailto: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 10 - JS13k Game competition

2025

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>