

- I'm a software developer and Master's student in Telecommunication Networks. I specialize in C++, TypeScript, JavaScript, React, and React Native. Passionate about building things from the ground up, I enjoy mobile development, reverse engineering, and exploring how systems work—inside and out.

Skills

- Spoken Languages:**

Persian (Farsi) English

- Programming Languages:**

C/C++ JavaScript/TypeScript Rust C# HTML CSS

- Frameworks & Tools:**

React React Native Git GitHub Express.js Android Studio Xcode Node.js Redux Next.js

- Operating Systems:**

Windows macOS Linux Based OS's

- Databases:**

MongoDB MySQL PostgreSQL SQLite

- Other Skills:**

CI/CD Command Line Reverse Engineering

Professional Experiences

- PGS Ltd.**, Remote

C++ Developer, Reverse Engineer

Dec 2022 – Present

- Joined PGS Ltd. as a C++ developer and reverse engineer, contributing to live products primarily in the gaming industry.
- This role aligned with my long-time passion for games I grew up playing, making it especially meaningful and exciting.
- Working on high-traffic, production-level software has taught me the importance of performance, stability, and professional standards.

- Dorreh Co.**, Remote

Full Stack Mobile Developer

Nov 2020 – Sep 2022

- Initially joined as a React Native developer, later expanding into backend development using Node.js and Express.js.
- Led the integration between frontend and backend, helping shape full-stack architecture to better support mobile features.
- Collaborated with experienced developers and adopted new techniques across multiple projects, growing significantly as a developer.

- Agret Co.**, Babol, Mazandaran, Iran

React Native Developer, Desktop App Developer, Web Developer

Aug 2017 – Oct 2020

- Started as a C# and VB.NET developer, then transitioned to React Native when the company expanded into mobile development.
- Worked across multiple layers including frontend (React), backend (Express.js with MongoDB), and desktop app development.
- Gained hands-on experience in building and maintaining cross-platform applications in a collaborative team environment.

Side Projects

- open.mp**

A multiplayer mod for Grand Theft Auto: San Andreas, fully backward-compatible with San Andreas Multiplayer (SA-MP).

- samp-node**

A C++ plugin for San Andreas Multiplayer that embeds Node.js into the server, allowing scripting with JavaScript/TypeScript across multiple isolated environments.

- small3d-cpp**

A minimalistic 3D renderer written in C++, focused on simplicity and core rendering logic.

- open.mp Website**

The official website for open.mp, live at https://open.mp/. I've contributed extensively to its development using Golang for the backend and React with TypeScript for the frontend.

- open.mp Launcher**

A cross-platform launcher for open.mp that lets players browse and join servers. Built with Rust and React/React Native using TypeScript.

- omp-models**

A web-based 3D model viewer using Next.js, React Native Web, and Three.js. It renders optimized game models stored in compact JSON format.

- rwexporter**

A CLI tool that extracts DFF/TXD model data from GTA: San Andreas and converts it into optimized JSON or binary formats.

- FarsiType**

A lightweight C++ library for handling Farsi/Arabic strings, including shaping and rendering support.

Education

- Amol University of Special Modern Technologies**, Amol, Mazandaran, Iran

2018 – Present

Bachelor's in Electronic Engineering, Master's in Telecommunication Networks.

- National Organization for Development of Exceptional Talents (NODET)**, Babol, Mazandaran, Iran

2011 – 2018

Personal

- I have a deep passion for creating—whether it's editing a photo, producing a video, or building a fun, quirky app. I'm fascinated by how things work, often reverse-engineering them just to learn and recreate them myself. When something grabs my interest, I go all in—pouring my time, energy, and creativity into it. I don't just build things—I enjoy the entire journey of discovery and creation.
- My programming journey began in secondary school with QBasic, followed by Visual Basic 6 the next year—those early experiences sparked a lasting passion for building things. In high school, I already had a strong foundation in C++ before it was formally introduced in class, which allowed me to excel. Over the years, I experimented with many languages, both out of curiosity and necessity—languages like Pawn, Lua, C, C++, HTML & CSS, PHP, and C#. Whether I was coding out of interest or to solve a challenge, I constantly found joy in creating, exploring, and learning.