Amir Ahmady

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- Studying electronic engineering.
- Practicing and working professionaly as a software engineer; Mostly interested in mobile applications and reverse engineering.

Skills

- **Spoken Languages:**
  - `Persian/Farsi` `English`
- **Programming Languages:**
  - `JavaScript/TypeScript` `C/C++` `C#` `HTML` `CSS`
- **Frameworks and Development Tools:**
  - `React` `React-Native` `Git` `GitHub` `Express.js` `Android Studio` `Xcode` `Node.js`
- **Operating Systems:**
  - `Windows` `MacOS` `Ubuntu`
- **Databases:**
  - `MongoDB` `MySQL` `PostgreSQL` `SQLite`
- **Others:**
  - `CI/CD` `Command Line` `Reverse Engineering`

Professional Experiences

- **Dorreh Co.**, Remote

  Full Stack Mobile Developer   Nov 2020 - September 2022
  - Shortly after my previous job and due to COVID-19 crisis I was looking more into remote jobs with working hours flexibility so I started working in Dorreh Co. as a React-Native developer at first but soon I had to pick up the back-end parts of our projects as well because that was how I felt more comfortable knowing how I can structure the entire stack to suit me better on the mobile side
  - During these times I met a lot of co-workers with experiences and I learned a lot of from them in every way possible; And the more I was being put to work on newer projects the newer techniques I was able to adapt and learn.
- **Agret Co.**, Babol, Mazandaran, Iran

  React-Native Developer | Desktop App Developer | Web development   August 2017 - October 2020
  - Started working in Agret Co. as my first professional job after finishing high school, hired as a C# & VB.Net developer at first but switched to mobile department when they were in need of a React-Native developer.
  - In times of need I had to make front-ends and write back-ends in JavaScript/TypeScript, React for the UI and Express.JS with MongoDB on the server.

Side Projects

- **open.mp**

  A multiplayer mod for Grand Theft Auto: San Andreas that is fully backwards compatible with San Andreas Multiplayer.
- **samp-node**

  A plugin/extension to San Andreas Multiplayer modification for the game GTA: San Andreas, written in C++, which people can use to write the scripts in JS/TS; It's a tool that embed Node.JS into server application and creates multiple Node environments.
- **small3d-cpp**

  A very small renderer made in C++
- **omp-models**

  A website using Next.js, React-Native-Web, and Three.js to render models exported from a game and stored data in a smaller version in a JSON file
- **rwexporter**

  A cli tool to export Dff/TXD data from the game GTA: San Andreas and convert them into a smaller file with needed data only in a JSON or a binary file
- **FarsiType**

  A simple library for Farsi/Arabic strings written in C++

Education

- **Amol University of Special Modern Technologies**, Amol, Mazandaran, Iran   2018 - present

  Studying Electronic Engineering
- **National Organization for Development of Exceptional Talents**, Babol, Mazandaran, Iran   2011 - 2018

About Me

- **Passionate, not only about writing code, but creating anything!**

  I love creating stuff, whether it's a video, a photo edit, or most random app doing something fun, I'd love to do it. Interested mostly in how things around me are created first, then trying to replicate it, and if I find something interesting, I'll invest all of my time and effort on it and enjoy my time!
- **Learning programming at young age**

  Back in secondary school we were taught QBasic and a year after that we start VB6, those were fun days which I realized I have a lot of interests in programming and creating things, whether through code or not, creation has always been my hobby! Then after that, in high school, we were being taught C++ which I already knew and managed to succeed greatly in that year with. Those years in school were the ones I tried to pick up different languages either by finding them interesting or being forced to use them in order to create certain things, languages like Pawn, Lua, C, C++ HTML&CSS, PHP, and C# were those I kept messing with and created small things for myself.