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Morteza Khoshnood

Summary

- **15+ years** of experience in Systems Analysis, Design, Development and Implementation of various applications including Web and Client/Server Application development using Microsoft .NET Framework, **C#.NET, ASP.NET MVC, Asp.net Core, Native C++**.
- Game developing using **Unreal Engine 4, Unity 3D**.
- Proficient in software rendering and **DirectX**.
- Knowledge of advanced level programming in C/C++ including thread synchronization multithreading, multi processing and ...
- Expertise in Visual Studio .Net environment and Microsoft .Net Framework.
- Strong knowledge and experience on **object oriented programming (OOPS)**.
- Strong programming experience with web technologies like HTML JavaScript, **ASP.NET MVC**, Web services.
- Experience in design and development of applications using .NET Framework, **C#.NET, ADO.NET, LINQ, Entity Framework, Visual Studio, AJAX, SQL Server, UML**.
- Experience in developing N-tier distributed .NET applications using WebForms, WinForms, WPF and MVC. Good knowledge of .NET Framework features including **Reflection** and Metadata.
- Strong RDBMS skills with excellent knowledge of Design, Normalization and Database Management Concepts.
- Strong knowledge of various procedural and object-oriented programming languages such as C#.
- Have knowledge and Experience in Setup, configuration& Maintenance of IIS and Active Directory.
- Experience in building client/server, database, graphics and/or Internet based systems using Visual Studio .NET.
- Developed CSS styles and themes for web pages.
- Strong knowledge of SQL and extensive scripting experience in coding Stored Procedures, Functions and Triggers using MS SQL Server.
- **NUnit** testing and Unit testing used for test cases.
- Experience in **WPF** based windows Applications – Development and Deployment.
- Designed UML diagrams using various tools like Visio and Rational Rose.
- Expertise in all phases of software development life cycle: Insightful experience in project planning, designing application, formulation of deployment strategy and creation of software products as per client requirements.
- Extensively used various Design Patterns as per projects requirement.
- Good communication, analytical and interpersonal skills; ability to perform as part of a team as well as an individual contributor.
- Ability to grasp and apply new concepts quickly and effectively.

TECHNICAL SKILLS

- **.Net Technologies:**
ASP.NET, ASP.NET MVC, C#.NET, Entity Framework, ADO.NET, XML, Web Services, Windows Services, LINQ.
- **Languages:**
C#, C++, Java, PHP, Unreal Engine 4 Blueprint
- **Client/Browser Technologies:**
AJAX, Ajax Extensions, XHTML, HTML, DHTML, JavaScript, CSS
- **Databases:**
MS SQL Server, My SQL, MS Access
- **Design Methodologies:**
OOAD with UML, Design Patterns, Data Flow Diagrams, Flow charts
- **Tools & IDE:**
Microsoft Visual Studio, UDK, Unreal Engine 4, Android Studio

WORK HISTORY AND COMMERCIAL PROJECTS

- Designer, project manager and programmer of **Inertial Motion Capture Project** which is a hardware and an application implemented using **C++ and wxWidgets and DirectX**.
 - Designer, project manager and programmer of **Facial Motion Capture Project** which is a hardware and an application implemented using **C++ and wxWidgets and irrlicht 3D engine**.
 - Designer, project manager and programmer of **Centrament CMS** Project which is a fully plugin base CMS implemented using **C#, ASP.Net MVC and Entity Framework**.
 - Programmer of **Wireless Smart Weighing** Project which is a hardware and an application implemented using **C#, WPF, MVVM Framework, Entity Framework, Aspect Oriented Programming**.
 - Project Manager and programmer of **BattleField** Game which is an **Unreal Engine 4** game.
 - Project Manager of **The End Of Dreams: Awakening** Game which is an **Unreal Engine 4** game.
 - Project Manager and programmer of **Sepahsalar 1 and 2** android and iOS Game which is an **Unreal Engine 4** game.
 - Project Manager and programmer of **Immortality** android and iOS Game which is an **Unreal Engine 4** game.
 - Project Manager and programmer of **Ghasim Parallel Universe** Gamification which is an **Unreal Engine 4** gamification and a Metaverse application.
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