

Amir Ahmady

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- Studying electronic engineering; Passionate about creating and figuring out how things work both internally and externally; Practicing from an early age and working professionally as a software developer; Mostly interested in mobile applications and reverse engineering.

Skills

Spoken Languages:

Persian/Farsi English

Programming Languages:

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

Frameworks and Development Tools:

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

Operating Systems:

Windows MacOS Ubuntu

Databases:

MongoDB MySQL PostgreSQL SQLite

Others:

CI/CD Command Line Reverse Engineering

Professional Experiences

PGS Ltd., Remote

C++ Developer, Reverse Engineer

Dec 2022 - Present

- I joined PGS Ltd. in late December 2022 as a C++ developer and reverse engineer to help in their currently live products, which are mostly related to gaming.
- PGS Ltd. is a company where I found myself working on projects I loved the most before joining the company, related to games I spent a lot of time when I was younger and made an important part of my childhood. They have a lot of customers, players, and users so all of their products must be worked on professionally. And I'm learning a lot during my time in here.

Dorreh Co., Remote

Full Stack Mobile Developer

Nov 2020 - September 2022

- Shortly after my previous job and due to the COVID-19 crisis I was looking more into remote jobs with working hours flexibility. So I started working for Dorreh Co. as a React-Native developer at first. However, I soon had to pick up some back-end parts of the projects. It helped me feel 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 good experience and I learned a lot of from them in every way possible. 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 for 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 embeds Node.JS into the server application and creates multiple Node environments.

small3d-cpp

A very small renderer made in C++

open.mp website

The website we use for open.mp, which is live at <https://open.mp/>. I've been part of this project and contributed to it a lot to add features or fix bugs. The website uses Golang as backend and React (TypeScript) as frontend.

open.mp Launcher

Our multiplayer project, open.mp, has a launcher for players to use to browse servers, configure settings, and join the servers they wish to. This project uses Rust and React-Native using TypeScript.

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

Studying Electronic Engineering

2018 - present

National Organization for Development of Exceptional Talents, Babol, Mazandaran, Iran

2011 - 2018

Personal

- I love creating stuff, whether it's a video, a photo edit, or most of all, a random app doing something fun. I'm 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 the process!
- Back in secondary school we were taught QBASIC and a year after that we started VB6. Those were fun days when I realized I have a lot of interest in programming and creating things, whether through code or not. Creation has always been my hobby! 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.