



AMIN PARSA

FULLSTACK DEVELOPER

PERSONAL BACKGROUND

Senior Full-Stack .NET Developer with 8+ years of experience building enterprise web, backend, mobile, and distributed systems using the .NET ecosystem. Experienced in legacy modernization, performance optimization, scalable backend architecture, and real-time applications.

EDUCATION

- Data science master - Monash University Malaysia (studying)
- Bachelor Degree in IT Engineering - Shiraz Azad university
- IELTS Academic(7.0)

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CAREER BACKGROUND

Toptal Projects | Senior .NET Developer (2026)

Mirally

- Migrated a legacy Xamarin application to .NET MAUI, modernizing the mobile architecture and improving long-term maintainability.
- Refactored platform-specific components and updated legacy mobile workflows to align with modern .NET practices.
- Worked on UI migration, compatibility improvements, and modernization of application structure and dependencies.

PSP Metrics

- Migrated a legacy ASP.NET Web Forms application to a modern Blazor application using .NET Core.
- Refactored legacy frontend and backend components into reusable Blazor-based architecture.
- Improved maintainability, component reusability, and overall application structure during the modernization process.
- Worked on backend integration, UI migration, and modernization of legacy workflows and services.

Proxify | Senior Full-Stack .NET Developer (2021 - 2026)

Getinge IT Solutions

- Maintained and enhanced a Blazor web application with a .NET backend in a distributed team environment.
- Developed frontend components in Blazor and backend services, APIs, and automated tests.
- Improved application performance by optimizing Entity Framework and Dapper queries and benchmarking memory allocation/performance.
- Reduced Blazor page load times by restructuring and bundling DevExpress JavaScript dependencies into lighter modular packages.
- Participated in architectural improvements including API Gateway adoption and migration from traditional Controllers to Endpoint-based APIs.
- Contributed to unit testing using Moq and FluentAssertions and participated in sprint planning and technical estimations.

MobilePeople

- Developed a Xamarin-based mobile application and .NET backend services for a metro passenger identity monitoring system.
- Implemented offline synchronization, API integrations, and secure client-server communication workflows.

EBZ Group

- Developed a modular Blazor-based project management platform for the automotive industry.
- Worked on backend architecture, reusable Razor components, validation pipelines, business logic, and service endpoints.
- Built shared UI components using DevExpress and Fluent UI to improve maintainability and consistency across modules.

Axolon ERP | Mobile Application Developer (2020 - 2021)

- Developed enterprise mobile applications using Xamarin.Forms based on Figma designs.
- Implemented custom UI controls using SkiaSharp where Xamarin native controls were insufficient.
- Integrated both REST and SOAP services using .NET Core APIs and WCF services.
- Designed local SQLite storage and synchronization mechanisms between mobile clients and backend systems.
- Worked on API integration, object mapping, and mobile application performance improvements.

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CAREER BACKGROUND

KPI Solutions | Full-Stack .NET Developer (2016 - 2020)

Risk-Based Inspection Software – South Pars Gas Company

- Developed and maintained a risk-based inspection (RBI) platform for the oil and gas industry using ASP.NET Core MVC, Razor Pages, DevExpress, jQuery, and SQL Server.
- Contributed to rebuilding critical inspection software locally due to vendor support limitations and external sanctions.
- Translated engineering and chemical calculation models into C# implementations in collaboration with domain specialists.
- Designed and developed complex enterprise UI workflows and data-entry systems focused on usability and maintainability.
- Participated in modernization efforts by converting reverse-engineered Windows Forms modules into web-based ASP.NET applications.
- Worked closely within a small engineering team to deliver customized solutions for large-scale industrial clients.

Parsys | Windows Application Developer (2015 - 2016)

Crude Oil Flow Simulation Software – National Iranian South Oil Company

- Developed Windows desktop applications using .NET Framework and Windows Forms for oil and gas process simulation workflows.
- Worked on a localized alternative to industrial simulation tools used for process optimization and engineering analysis.
- Implemented engineering and chemical calculation modules in C# for equipment such as valves, desalters, and processing units.
- Built custom diagram-based UI controls and visualization components for simulation environments.
- Improved batch simulation performance using multithreading and parallel programming techniques in C#.
- Gained early experience in performance optimization, numerical computation, and large-scale engineering software design.

Mafiator | Backend & Mobile Developer (Personal Project)

Real-Time Multiplayer Social Deduction Game

- Designed and developed a multiplayer online game using .NET Core and .NET MAUI as a personal project focused on experimenting with modern backend and mobile architectures.
- Built backend services using FastEndpoints, SignalR, and gRPC to support real-time communication and low-latency gameplay features.
- Implemented a microservice-based architecture with API Gateway integration for scalability and service isolation.
- Developed systems for real-time voice communication, synchronized game state management, and time-based player queue/turn mechanics.
- Optimized data transfer performance by implementing MemoryPack serialization for DTOs instead of traditional JSON serialization.
- Integrated Azure services including Azure Active Directory, Key Vault, Container Registry, and Media Services.
- Used the project as a platform to explore performance optimization, distributed systems, real-time networking, and modern .NET application design.

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CAREER BACKGROUND

MeinKraft | Engine & Gameplay Developer (Personal Project)

Voxel-Based Sandbox Game Engine

- Developing a voxel-based sandbox game and custom engine using .NET MAUI, OpenGL, and C#.
- Designed core rendering and game systems including chunk management, block interaction, texture pipelines, and world streaming.
- Implemented cross-platform UI integration between native rendering systems and .NET MAUI application layers.
- Worked on performance optimization for rendering, memory management, and real-time world updates.
- Built custom asset handling, player interaction systems, and game-state synchronization logic.
- Explored low-level graphics programming, engine architecture, and scalable game system design within the .NET ecosystem.
- Used the project to experiment with modern rendering techniques, multithreading, and high-performance application architecture.

CORE SKILLS

Backend & Distributed Systems

- C#, .NET Framework, .NET Core, ASP.NET Core
- REST APIs, Minimal APIs, gRPC, WebSockets, SignalR
- Entity Framework Core, Dapper
- Microservices, API Gateway, Event-Driven Architecture
- Background processing, concurrency, multithreading

Frontend & UI

- Blazor, Razor Components
- .NET MAUI, Xamarin.Forms
- HTML, CSS, JavaScript, TypeScript
- DevExpress, Fluent UI
- WPF, WinForms

Database & Storage

- SQL Server, PostgreSQL, Oracle
- MongoDB, Redis, Azure Cosmos DB
- SQLite
- Query optimization and performance tuning

Cloud & DevOps

- Azure App Services
- Azure Key Vault, Azure AD, Container Registry
- Docker, CI/CD pipelines
- GitHub Actions, Azure DevOps

Architecture & Engineering Practices

- Clean Architecture, Onion Architecture
- CQRS, Repository Pattern
- TDD, automated testing
- System refactoring and legacy modernization
- Performance optimization and observability

Real-Time & High-Performance Systems

- Real-time multiplayer systems
- Low-latency communication
- Serialization optimization (MemoryPack)
- Benchmarking and profiling

AI & Emerging Technologies

- AI-assisted development workflows
- ML.NET
- AI integration and automation-oriented backend design
- Game engine and rendering experimentation with OpenGL