

AMIN PARSA

Senior Full-Stack .NET Developer

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PROFESSIONAL SUMMARY

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)

CAREER BACKGROUND

TopTal Projects (toptal.com) | Senior .NET Developer (2026)

Mirally (mirally.net)

- 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 (pspmetrics.com)

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

Getinge IT Solutions (getinge.com)

- 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 (mobilepeople.dk)

- 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 (ebz-group.com)

- 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.

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.

PERSONAL PROJECTS

Mafiator | Backend & Mobile Developer

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.

MeinKraft (github.com/aminparsa18/meinkraft) | Engine & Gameplay Developer

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.

Curtainly | Frontend Developer

Made-to-Measure Curtain & Drapery Storefront — <https://curtainly.vercel.app>

- Built a concept e-commerce storefront for handcrafted, made-to-measure curtains using Next.js, React Three Fiber, and GSAP.
- Designed a scroll-driven landing page staged behind a physical curtain overlay that opens and closes as the user scrolls.
- Developed a real-time 3D room configurator allowing shoppers to visualize fabrics hanging in a virtual room before purchasing.
- Combined marketing site storytelling with interactive 3D product visualization for an immersive shopping experience.

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
React, Next.js
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

SOLID, Clean Architecture, Onion Architecture
CQRS, Repository Pattern
Dependency Injection
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

Methodologies & Tools

Agile, Scrum
Git, Code Review
OAuth/OpenID Connect, JWT
IdentityServer/Auth0

CERTIFICATIONS

Microsoft Applied Skills: Migrate SQL Server workloads to Azure SQL Database (2025)
Microsoft Applied Skills: Develop an ASP.NET Core web app that consumes an API (2025)
Microsoft Certified: Azure Fundamentals (2025)
Microsoft Certified: Azure Data Fundamentals (2025)
Microsoft Applied Skills: Secure storage for Azure Files and Azure Blob Storage (2026)