



# Ramin Mortazavi

📍 Ålesund, Norway

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## 👤 Profile

Simulation & Graphics Engineer (.NET/C#) M.Sc. specialist in Simulation & Visualization (NTNU) with 4 years of experience engineering complex desktop applications. Expert in C#, WPF, and Physics Modeling, with a proven ability to translate mathematical models into production code. Offering deep legacy framework knowledge (WinForms/WPF) combined with modern 3D simulation expertise (Unity3D/Digital Twins).

## 💼 Work experience

### Technical Consultant & .NET Specialist (Remote), KMPC

2024

- **Legacy System Authority:** Retained by KMPC following Master's studies to provide maintenance and troubleshooting for proprietary simulation software (C#/WPF).
- **Developer Mentorship:** Conducting training sessions and code reviews for new junior developers, ensuring knowledge transfer of complex simulation algorithms and architectural standards.
- **Continuous Professional Development:** Actively pursuing advanced .NET certifications via Coursera to modernize architectural patterns.

### Software developer (.Net), KMPC

2017 - 2021

Iran

- **High-Performance Desktop Engineering:** Architected and maintained simulation software using C#, WPF, and WinForms, directly aligning with industrial operational requirements.
- **Physics to Code:** Translated complex mineral processing mathematical models into optimized OOP C# algorithms, ensuring high-fidelity digital twins of physical plants.
- **Lifecycle Management:** Owned the full development lifecycle in an Agile environment, managing SQL data layers and ensuring system stability for industrial end-users.

### Software developer intern, KMPC

2014 - 2015

Iran

Assisted in the maintenance and development of internal software tools, gaining foundational experience in commercial coding standards and database management.

## 🎓 Education

### MSc Information Technology (Specialisation: Simulation & Visualization), NTNU

2021 - 2024

Ålesund

- **Focus:** Digital twins, Real-time Simulation, and 3D Graphics.
- **Key Skills:** Unity3D, WebGL, Machine Learning (Python/TensorFlow), and Data Visualization.
- **Thesis:** "Ecosystem classification using machine learning" - Investigated complex system modeling using AI techniques.

### Bachelor in Engineering, University of Kerman

2008 - 2012

Foundation in engineering physics and mathematics.

Kerman, Iran

## Skills

### Core Languages

C# (.NET Framework/Core), Python (Machine Learning), SQL.

### Simulation & Graphics

Unity3D, Physics Modeling, Digital Twins, OpenGL/WebGL concepts.

### Desktop UI

WPF (XAML), Windows Forms, MVVM Architecture.

### Tools

Git (Version Control), Agile Methodologies.

### Tools & DevOps

Git, Agile/Scrum.

### Web

Knowledge of HTML/CSS and Typescript

## Languages

**English** (Professional) • **Norwegian** (A2)