



Ramin Mortazavi

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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 Ålesund/Remote 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

- **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

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

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)