



Mohammad Moghaddam Maheri

Front-End Developer

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Bio

As an experienced Frontend Developer, I started my career with a focus on UI/UX design and development. My journey began with visual identity design and promotional responsibilities at Yazd Science and Technology Park, which laid the foundation for expanding my technical skills in IT and programming. Over time, these experiences led me to educational content development and collaborations with companies like Parand Engineering, Roxan, and Central Designers House.

My diverse collaborations in these fields enhanced my skills in motion graphics and illustration, alongside strengthening my programming skills. Working with international companies such as Cato Analytics (Canada) provided me with specialized skills in user interface development. Since then, I have been working professionally as a Frontend Developer, aiming to create unique user experiences and optimized interfaces to maximize project impact.

Work Experience

Front-End Developer – Pars Novin

2023 – Present (Remote)

Responsible for developing the user experience of applications associated with Rubika and other contracted websites, with a focus on optimizing UI and creating a smooth, user-friendly experience.

Front-End Developer – Cato Analytics

2022 – 2023 (Remote)

Developed the UI for the sharedataset website, focused on data analysis, with a primary focus on optimizing performance and user experience using React JS and related technologies.

Game Developer – Central Designers House

2018 – 2023 (Remote)

Implemented JavaScript-based games for Nasim network's "Housh Bartar" TV competition (four seasons) and redesigned them for the web using React, enhancing user interaction and improving game graphics.

Product Designer and Developer – Andisheh Rayan Bit

2021 – 2021 (Remote)

Designed the user experience and developed the website "Shenasar" for authenticating individuals, aimed at facilitating security processes and improving system efficiency.

Content Creator – Roxan Company

2014 – 2020 (Remote)

Produced multimedia content for national and international medical congresses, with a focus on creating visually engaging designs to effectively convey medical information.

Designer and Illustrator – Parand Engineering Company

2011 – 2020 (Full-time)

Illustrated and animated educational concepts using graphic software, focusing particularly on designing educational content for organizations and educational centers.

Skills • **Programming Languages:**

- HTML, CSS (Advanced)
- React JS (Intermediate), React Hooks, Redux, React Router, Axios, RESTful APIs
- jQuery, Next.js, Node.js (Intermediate)

Frameworks and Preprocessors:

- Bootstrap, Tailwind CSS (Advanced)

Content Management Systems (CMS):

- WordPress (Familiar)

Version Control and Project Management Tools:

- Git, GitHub (Intermediate)
- Jira, Trello (Intermediate)

UI/UX Design Tools:

- Illustrator, Photoshop, Figma, Adobe XD (Advanced)

Graphic and Video Editing Tools:

- Adobe Animate, Camtasia, Adobe Audition (Advanced)
- After Effects (Intermediate)

Languages • English: Proficient in understanding technical and educational resources, with good speaking skills in professional and technical environments, seeking to improve formal and specialized writing.

Projects • Rubika-Related Applications

Pars Novin | 2023 – Present

Developed UI for applications associated with Rubika.

Worked with RESTful APIs and optimized app interactions for better user experience.

Used the React framework for implementing advanced interactive features.

Data Analysis Project (sharedataset)

Cato Analytics | 2022

Developed the UI for the sharedataset website focused on data analysis.

Utilized the React JS framework to build interactive sections of the site.

Implemented RESTful APIs for data transmission and retrieval.

Shenasar Project

Andisheh Rayan Bitā (affiliated with NAJA) | 2021

Designed the user experience for the Shenasar identity authentication system.

Developed the UI using HTML, CSS, and JavaScript.

Implemented security and user information validation in the system.

Housh Barta Games

Central Designers House | 2023 – 2018

Implemented JavaScript-based games for Nasim network's Housh Barta competition.

Redesigned and optimized games for the web platform using React.

Worked with RESTful APIs to interact with servers and store competition data.

Designed optimized UI/UX experiences for users.

Educational Courses

Parand Engineering Company | 2020 – 2011

Designed and developed over 40 educational courses.

Utilized Camtasia, Adobe Animate, and Adobe Audition for creating and editing educational content.

Created educational content focused on animated graphics and complex concept explanations.

Collaborated with the design team to produce online educational content.

Conferences and Congresses

Roxan Company | 2020 – 2014

Produced multimedia content for 14 national and international medical conferences.

Collaborated closely with various teams to meet the visual and informational needs of events.