

Iman Mesgaran

Architect
Software Developer

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<https://www.linkedin.com/in/iman-mesgaran-07936054/>

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<https://github.com/ImanMesgaran>

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Technical Skills

Programming:

Dart ●●●●●●●●

Flutter ●●●●●●●●

C# ●●●●●●●●

XAML ●●●●●●●●

Asp.net
Asp.net Core ●●●●●●●●

SQL ●●●●●●●●

Clean Architecture ●●●●●●●●



EDUCATION

B.Arch. in Architecture

IAUM, School of Architecture & Art, Mashhad, IR

2012
2008

Thesis:

Design of residential complex with sustainable architecture approach
Using energy simulation software in architecture

Voice Assistant Plugin:

Includes 3 different Plugins to implement fully functional Voice Assistant for mobile apps, written in Flutter, Dart, Android native (Java), iOS native (Swift / Objective-c):

Wake-Word plugin: customized wake word like "hey Google!" or "hey Siri!" with user defined wake words.

Speech-Recognition plugin: which utilizes the native implementation and compiled C/C++ libraries for VOSK speech recognition API. Written for both android and iOS.

NLU (Natural language processing): which extract intents from user speech and convert it into flutter actions to invoke UI functionalities.

External camera IoT plugin: which is a streaming product for IoT cameras and devices.

Also, Multiple UI and functional plugins.



Dart & Flutter Plugins



WORK

TULU | TryTulu.com (New York, United States – Remote)

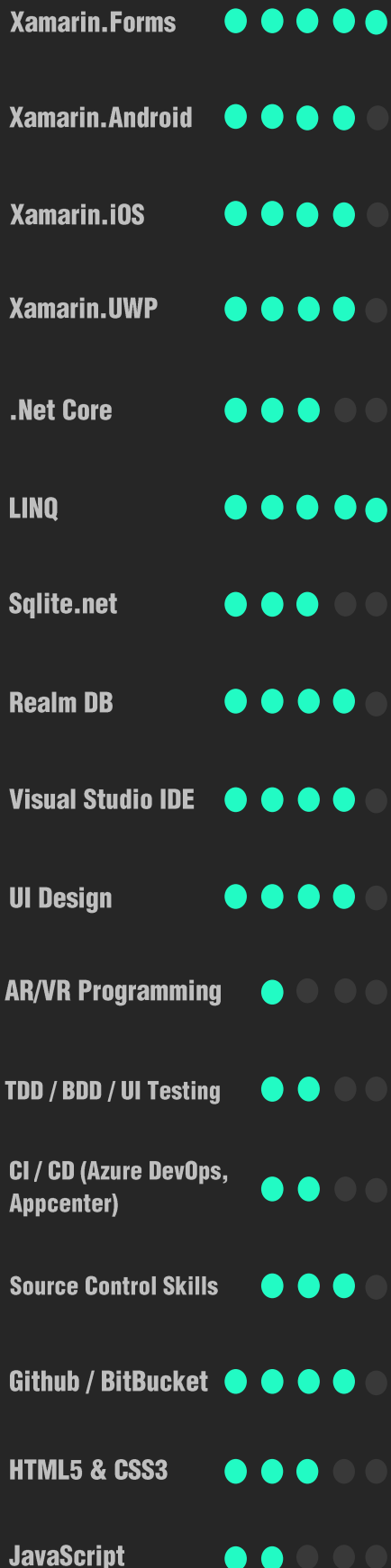
Software Engineer – Flutter Developer

Present
Jun 2021

participating in developing TULU mobile app, which is a part of TULU platform for customizable checklists and live audit solutions. Tulu platform provides variant services like live audit, an inspection of work based on video audits, Live Streaming via Phone camera and External body cameras, many other unique features. TULU provides its services in countries like Australia, the United States, and is used by many different companies in various fields.

as part of a multinational team, I've completed a wide range of software development and programming tasks in the Tech team:

- Developed 3 different native plugins for iOS and Android for **TULU Voice Assistant**, which is a unique feature based on AI, Voice Recognition, Wake-Word functionality, NLU (Natural Language understanding), and intent recognition. by using these features, the user can interact with the app and complete its job with no need of touching the phone or IoT device.
- Fix user problems and software bugs reported by Q&A and the customer's service team.
- Adding new features and functionalities to the software.
- Delivered software solutions consistent with the product roadmap and released plan milestones.
- Collaborated with designers to create clean interfaces and simple, intuitive interactions and experiences.



IT-Crown AB (Stockholm, Sweden – Remote)

Senior Mobile Developer – Flutter & Dart

- Participating in developing 5 Apps for iOS, Android and Web for **Hemayati Platform** from scratch. The app is now launching in some countries such as Iraq, Lebanon, UAE, ...
- The platform has a web-based control panel and also consists of:
 - + **Citizen App** : the app normal citizen and business managers of target countries use to request and manage their family and business health-status for COVID-19, the user can request different kind of Test services through the app.
 - + **Driver App**: the app that manage and handles Drive requests between lab-centers ambulances and drivers.
 - + **Medical App**: the app that Labs employees use to manage request made by Citizen app.
 - + **Officer App**: the app that Government officials such as police officers use to check citizens health status.

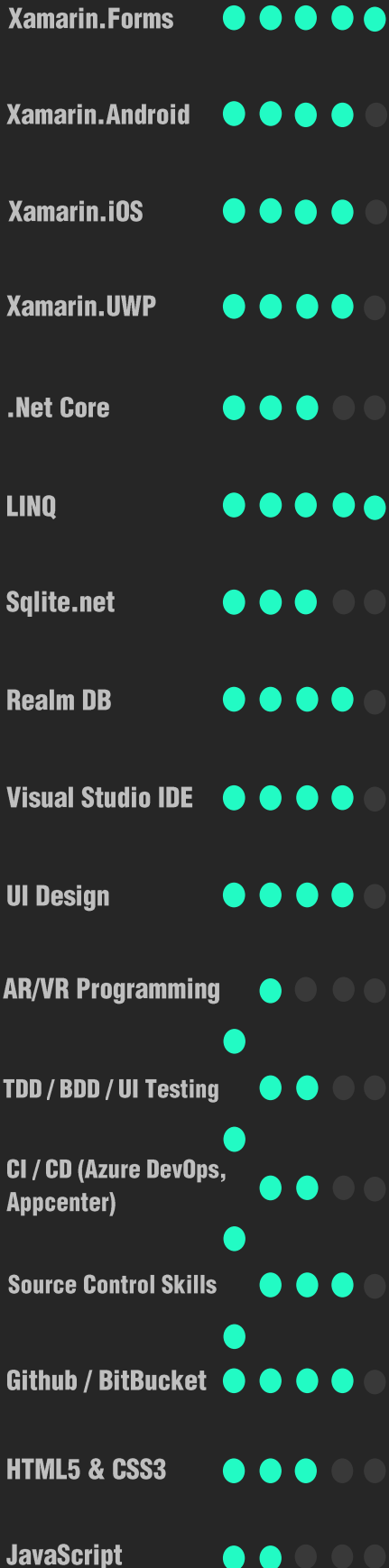


Cventix (Sydney, AU – Remote)

Senior Mobile Developer – Flutter & Dart

- Responsible for architecting, developing and maintaining iOS and Android version of **Eatiquette** App using Dart and Flutter from scratch. (for an American Client).
- **Using Best Patterns & Practices to develop Flutter Apps:**
 - using Clean Architecture and TDD, BLoC Pattern using Flutter Bloc, Dependency injection using get_it, application integration using RESTful webservices using Dio for Http calls management, Moor for Sqlite database, Reactive Programming using RxDart, Dartz for Functional programming, creating Custom Widgets, etc.
- Creating multiple custom Widget for a unique and Pixel-Perfect UI.

8



June 2020

Feb 2020

LearnWise (Tallinn, Estonia -Remote)

Senior Mobile Developer – Flutter & Dart

- Responsible for architecting, developing and maintaining iOS and Android version of **LearnWise** Application using Dart and Flutter from scratch. (for Estonia).
- Creating a Custom Media Player plugin that handles and manage Both Video and Audio Playing with all advanced functionalities like playlist, favorites, etc using Streams and Reactive Programming for Aparnik Co.
- Implementing the Project with Clean Architecture approach, TDD, Bloc and following best Patterns & Practices for a maintainable and testable codebase, S.O.L.I.D principles, Design Patterns, etc.

Dec 2019

May 2018

Bliksund AB (Grimstad, Norway - Remote)

Senior Mobile Developer – Xamarin, C#, .Net

- Responsible for architecting, developing and maintaining iOS, Android and UWP applications for BliksundWeb service in Cross-platform manner using C# and Xamarin from scratch.
- Creating and leveraging pixel perfect UI using XAML and MVVM design pattern to build applications that are loosely coupled, easier to test and maintain.
- Designed and created primary Wireframes and Prototypes using AdobeXD.
- Constantly Redesigned and refactored code to achieve Clean Architecture for the project.
- Designed and implemented Fluent API for the application core functions, data interactions with the Webservice and Database.
- Designed and developed local Database on iOS, Android and UWP using Realm achieving reliability and scalability and write Schema migration for each new release.
- Created and implemented custom UI controls and Custom-Renderers for various functions such as sliding, gesture recognition, ListView and WebViews for Android, iOS and UWP.
- Successfully deployed AppCenter Diagnostics and Analytics in Android, iOS and UWP for issue tracking and App analytics.
- Established Continuous Integration and Continuous Delivery with Azure DevOps (formerly VSTS) and AppCenter tools for iOS and Android (CI/CD system). setup publishing beta versions and release versions of mobile apps to AppCenter Distribute.
- Developed background download and syncing user Data between Webservice and mobile application functionalities using Background jobs on each platform.
- following best patterns and practices for developing mobile apps: Design patterns (such as Abstract factory, Dependency Injection, Lazy initialization, Observer), Solid Principles, multithreading and asynchronous programming, MVVM using Prism, Shiny Framework, IoC containers leveraging Dryloc, Clean Coding, Source Control, code analyzers.
- successfully implementing libraries such as Refit, Polly, Rx.net, Shiny, Prism ... in the codebase.
- Implemented localization techniques to make the App multilingual in all platforms. (Norwegian Bokmål and English).
- Worked closely with back-end engineers to design and tweak RESTful API used by the App.

Design Patterns ● ● ● ● ●

Reactive Programming ● ● ● ● ●

MVVM (Prism) ● ● ● ● ●

SOLID Principles ● ● ● ● ●

Adobe XD ● ● ● ● ●

SourceTree ● ● ● ● ●

Architecture:

Revit Architecture ● ● ● ● ●

Revit Structure ● ● ● ● ●

Revit M.E.P ● ● ● ● ●

Revit API Programming ● ● ● ● ●

Visual Programming (Dynamo) ● ● ● ● ●

NavisWorks ● ● ● ● ●

Autocad ● ● ● ● ●

Autocad API Programming ● ● ● ● ●

June 2017 ○
|
○

- Worked with the team remotely in agile approach utilizing tools such as Skype, Microsoft Teams, Trello, Bitbucket, SourceTree and GIT.
- Daily stand-up meetings with Remote Team (Technical manager and UX Designer) and Regular Weekly meetings for reviewing the Issues, design approaches and work schedule.
- Fixed bugs which were reported by Technical manager, Testers and customers.
- Performance tuning application on different platforms, also debug and test on various Devices on all platforms for UI and behavior.
- Effectively troubleshooting OS and Framework related issues for iOS, Android and UWP.
- Providing Code Documentation and up-to-date Wiki.
- Earned recognition for meeting deadlines in short amount of time, handle multiple tasks, flexible in work schedules, enjoyed working in a team and yet flexible to take individual responsibilities.
- Used Postman for Testing and Documenting WebApi.
- Used GhostDoc for documenting the code.
- Following TDD and BDD approach. writing unit test, integration test and UI Test using NUnit, Specflow and Xamarin UITest.
- Expert in fine-tunning Xamarin apps to achieve best performance and design.

Sina

Senior Mobile Developer

- Worked as a Lead Xamarin Developer for developing mobile applications using Xamarin Forms.
- Developed mobile software applications, designing user interfaces and user experience, debugging, testing and learning the latest Smartphone APIs and related technologies.
- Designed and Developed Multiple RESTful APIs for different Mobile Applications using ASP.NET, ODATA (Open Data Protocol), EntityFramework and SQL Server.
- Responsible for architecting, developing and maintaining multiple mobile apps for Sina company for iOS and Android:

Sina Company Official Application:

the company official app that showcase company products and services. this app worked with an ASP.NET WebApi to get latest News, Articles, offers and changes.

OffHouse Application:

an application that was a platform for the free posting of advertisements and discount-finding regarding giving the user product recommendations and allows to set price alerts on products user is watching. local stores and businesses can post products discount, daily or seasonal discount. the service consists of different modules, which is for business owners and final users. Android and iOS versions was written in C# and Xamarin.Forms and the WebApi was written in ASP.NET and Microsoft SQL Server as database.

Binazir Hotel Application:

this app was a Prototype for Hotel and hospitality businesses showing the use cases of the app abilities such as booking, News, Room Photos and Room Types, description of services, history and Guest services like routing and Sights of the city. iOS and Android versions was written in C# and Xamarin that works with an ASP.NET Webservice.

- writing Business Logic and Data Access Layers.
- Used SQLite.NET with Xamarin.Forms and MVVM (Prism) for reading and writing data to a local SQLite database.
- Excellent at solving complex problems under strict deadlines, communication and interpersonal skills.

3ds Max & VRAY



Photohop



Lumion Animation



Autodesk Vasari



Design Builder



CFD Simulation



Apr
2014

Asar Bana Pars Project Management & Construction Co Senior Revit Specialist

- Revit Team Leader and member of Project Team to produce Architectural Drawing for "Padideh Kish" multi complex commercial, Residential & Hotel.
- Participated in the selection process of roughly fifteen engineers for Revit team.
- Leveraging building information modelling (BIM) to create three-dimensional representations and components for construction of "Padideh Kish" project.
- Responsible for creating the Working Drawings for "Zone C" part of Padideh Kish commercial complex with approximate area of 120,000 square meter.
- Responsible for creating 3D BIM Model for Hotel and Pentecost Towers of Padideh Kish project with approximate area of 300,000 square meter.
- Create and maintain training materials including new employee REVIT on boarding.
- Provide input on how a model is split up. Shell, core, interiors, site etc.
- Hold regular meetings with REVIT team to discuss pertinent issues.
- Responsible for assisting in the setup of BIM workflows within non-design teams (i.e. - project management, cost consulting, etc)
- Manages BIM implementation on large-scale projects of the Company.
- Responsible for providing leadership and direction of specific BIM technologies to various project teams.
- Independently determines and develops approach to solutions.

Apr
2014

Pooya Naghshe Toos consulting engineers Senior Revit Specialist

- Creating BIM Model and Working Drawing for Waste Management Building of Mashhad Municipality with approximate area of 13,000 square meter.
- Making 7 minutes' 3D rendering Animation for Waste Management Building of Mashhad Municipality using Revit Model and LUMION 3D.
- Providing all other Engineering & Design support tasks including but not limited to: processing shop drawing, comments and computer-aided drafting & design.
- Keeping up to date with new BIM developments by attending relevant seminars and conferences and subscribing to relevant information sources.
- Over-the-shoulder training, developing and shadowing to staff.

June
2013

Freelance Architect

Present

2009

Present

Freelance Software Developer

- Freelance Mobile & Desktop Developer
- Working on Open-Source Projects

2007



Certify that

Iman Mesgaran

Attended a DesignBuilder Simulation Training Course

in Tehran, Iran

18th - 21st February 2015

This covered instruction in use of the DesignBuilder EnergyPlus software including

DesignBuilder modeller; Model Data, calculations and simulations using EnergyPlus; Natural ventilation,
Radiance daylighting & renewables; Internal and external CFD

A series of exercises to demonstrate an understanding of the software were completed.

21st February 2015

Dr. Andy Tindale
Director, DesignBuilder Software Ltd

Dr. Farshad Nasrollahi
Iranian Partner and Trainer