

Amir Ziari Full Stack Developer

hello@amirzr.dev amirzr.dev

Skills

Javascript Python

Typescript PHP

Go Dart

React.js Next.js

Vue.js Recoil

Nuxt.js Pinia

Redux Vuex

React Native Flutter

Zustand Storybook

Tailwind CSS Shaden UI

Node.js Express.js

NestJS MongoDB

PostgreSQL Redis

MySQL SQLite

Firestore Express.js

Prisma MongoDB

Three.is Redis

Babylon.js React Three Fiber

Rapier3d Cannon-es

Colyseus Playroom

Yuka Engine Blender

Mixamo Ethers.js

Web3.js Web3onboard

Thirdweb Stacks SDK

Solana Kit Viem

Magic SDK Moralis SDK

Wagmi WalletConnect

Web3Auth Infura

QuickNode IPFS

About me

I've been breathing code for 9 years.

As a full-stack developer, every line I write is a chance to craft something meaningful — an experience that's both beautiful and functional. I'm here to shape technology into tools that truly serve real human needs.

Experience

Web Developer @ Freelancer

Mar 2015 - Present

Designed and developed a variety of responsive web apps and APIs across domains like e-commerce, food delivery, VPN, media streaming, and cultural heritage.

Built scalable platforms with SEO optimization, real-time data, and high-traffic capabilities.

Own and operate a Telegram channel directory site with 20K+daily users.

Web Developer @ Wengon Qoomes

Apr 2016 - Nov 2017

Created websites for restaurants, discount platforms, and immersive 360° media sharing with cross-device support. Delivered full-stack features including payment systems, real-time reservations, and multimedia integrations.

Contributed to an HSE reporting system with backend APIs for mobile clients.

Senior Web Developer @ Hami Pardaz

Jan 2020 - Jan 2021

Led development of health, lifestyle, and tourism apps with real-time chat, video, and GPS services.

Built backend APIs for doctor visits, period tracking, dating,

tourism, and navigation apps.

Delivered scalable, mobile-integrated solutions for both

Android and iOS platforms.

Full Stack Developer @ Noor Technology LLC

Jan 2021 - Sep 2024

Led development of the Bitmap Valley metaverse, online multiplayer games, and a browser-based 3D file editor.

Built 3D NFT generator systems, producing 7,777 metaverse-

ready models for gaming ecosystems.

Worked at the intersection of Web3, 3D graphics, and real-

time multiplayer architecture.

Bitcoin Core Full Stack Developer @ Bitci **Bitcore** Bitcoinis-lib ord Jan 2023 - Aug 2023 mempool.space OpenSea Developed Bitci's interactive 3D metaverse and contributed to Magic Eden Rarible NFT infrastructure. Created a 3D NFT generator for 10,000 unique BitciBots Hugging Face **OpenAl** based on rarity traits. TensorFlow.js Transformers.js Focused on compatibility with metaverse platforms and Tesseract.js game environments. replicate Webpack Gradio Vite Turborepo Full Stack Developer @ IMSO NFT Figma Adobe XD Apr 2022 - Sep 2024 Sketch Zeplin Built real-time game APIs and an NFT customizer for IPFSbased upgrades with payment triggers. GraphQL Socket.io Generated 1,111 3D NFT characters optimized for gaming and **Apollo** gRPC metaverse use. **tRPC WebRTC** Worked on multiplayer socket infrastructure for hero ability sync and battle logic. **SOAP** Docker Kubernetes **Nginx** Cloudflare Full Stack Developer @ TOBTC **AWS ECS GitHub Actions Jenkins** Jan 2025 - Present Vercel Netlify Developed LaqiRace, a blockchain-powered 3D Play-to-Earn car racing game with wallet login and NFT integration. Heroku DigitalOcean Built on-chain reward systems and NFT-based vehicle Azure Hetzner ownership within gameplay. Vultr Jira Combined immersive racing mechanics with crypto incentives. **Trello** Slack **GitHub** GitLab **Bitbucket** Selected Projects Zario Crypto Portfolio (7)Github Next.js, TypeScript, Prisma, PostgreSQL, Redis, GraphQL Bitmap Valley Metaverse Linkedin Three.js, React.js, Node.js, MongoDB, Prisma \bigcirc X Talkie Al (Z) Instagram Next.js, Go, WebRTC, LLM APIs, WebSockets, PostgreSQL 7 **BitciBots** Telegram

Kylo VPN

(7)

Whatsapp

Flutter, Node.js, MongoDB, WireGuard, OpenVPN, V2Ray

Next.js, NextJs, Web3.js, MongoDB, IPFS, Three.js