

MOHAMMAD HOSSEIN MOAZEN JAMI

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Professional Summary

Currently co-founder and Team Lead at **Byteager Solution Corp.**
Used to be CEO, COO and AR/VR/MR Development Lead at **Hami System Sharif** during 6 years.
Highly-skilled software development professional bringing more than 20 years in professional software design, development and integration. Advanced knowledge of Mixed Reality (AR, VR) Applications and Mobile Application Development and Team Management.

Skills

- Performance and scalability optimization
- Advanced knowledge of Augmented Reality, UX and Gesture Detection
- Advanced knowledge of Virtual Reality
- Advanced problem-solving skills
- .Net development, MVC, MVVM, ECS
- SSADM, RUP and Agile methodologies
- Advanced understanding of Software Development & Life Cycle
- iOS, Android, Windows Phone, Tizen and System on a Chip (SoC) Development
- 3D Rendering and mesh processing algorithms e.g. hi-poly model decimation, low-poly mesh subdivision
- 3D Scanning, Motion Tracking, Depth Perception & Area Learning algorithms
- Cross-platform software development
- Infinite Mindset with great emphasis on people development
- Realtime 3D specialist
- Advanced knowledge of 3D Graphics
- Desktop, Mobile and Web Application Development
- Research and Analysis
- Self-directed and team player
- Creative and goal oriented
- Accurate and detailed
- Dedicated team player
- Multi-site operations
- Optics and LightField Rendering
- Texture and pattern synthesis
- Advanced Computer Vision algorithms e.g. SLAM, SLAM+ and PTAM
- Pattern Extraction, Recognition and Natural Feature Tracking algorithms
- Source control and codebase analysis
- Leader or follower where need
- Natural ability for teambuilding

Work History

Co-founder & Team Lead
Byteager Solutions Corp. – Canada

04/2021 to Current

I hold the position of Co-founder at Byteager Solutions Corp, and Team Lead at the project "Project D.E.A.R: The Merge," which is an alternate reality game featured on Apple App Store. The game, Project D.E.A.R: The Merge, is an augmented reality (AR) experience that immerses players in a scenario set right before an apocalyptic event where two worlds are about to merge together.

Byteager Solutions Corp., specializes in Augmented Reality, Virtual Reality, game development and also, business analytics and intelligence. The company provides software and services that focus on enhancing data-driven decision-making processes for businesses. Our offerings are

designed to improve operational efficiencies and strategic insights through advanced analytics, helping organizations leverage their data more effectively.

We have access to talent of Canada, Iran and MENA region in general.

**CEO, COO, AR/VR/MR Development Lead
Hami System Sharif. – Iran**

04/2017 to 06/2023

As the CEO of Hami System Sharif, I am proud to lead a company with over two decades of experience in delivering innovative solutions in the areas of SaaS, enterprise web-based solutions, VAS, enterprise mail services, and AR/VR applications.

With a focus on providing value-added services in the past, I am committed to driving the growth and success of Hami System Sharif and delivering exceptional solutions to our clients.

Our main areas of activity are:

- SaaS Solutions
- Enterprise web-based solutions
- Providing value added services (VAS)
- Enterprise mail services
- Augmented and Virtual Reality applications and solutions

COO at Hami System Sharif, as the 2nd in command beside our CEO, I'm responsible for operations, system creation and development, process creation, leading the documentation process, knowledge management, recruitment, helping with HR and CHR procedures, overseeing issues and trying to resolve them with the help of my great colleagues at Hami System Sharif.

- We see a very clear image of Hami System Sharif in the future and we are working hard to accomplish more and more every day.
- I started as a senior developer working on Augmented Reality, Virtual Reality, Mixed Reality and Game Development.
- We have obtained the technology to create and stream real and virtual 360 content.
- We gathered a small but passionate team and successfully delivered a few projects to our customers in the first year.
- We work on different platforms and we have successfully launched projects on Microsoft HoloLens, Mobile Virtual Reality (Cardboard, GearVR, etc.) and PC.
- Helped Iran's first and largest mobile phone network operator (MCI) to hold a better exhibition with two products, one to encourage eBilling on Video Wall and one promoting Smart Cities (IoT) on Microsoft HoloLens.
- Developed a Cardboard VR software for iOS and Android with a small but passionate team in Hami System Sharif, we called it "Hami Dream" and it's available on AppStore.
- Established the "Byteager Game Studio" to create next-gen mobile games.
- We created a few games and prototypes before the establishment of Byteager, e.g. "Kashteh" a soccer games, "Hookah" a business tycoon and a horror game story called "Shadow over R'lyeh".
- Our first serious game in Byteager is called "Project D.E.A.R: The Merge".

CEO of Tose Samanehaye Agrin and part of Agrin Group Companies, a group of companies sharing insights and enthusiasm for technology, art, science, economy and business. We merged and/or acquired a few companies like VDecoration, Zoodar, Agrin Systems to focus our energy and potential on the market and customer needs.

- Led a group of 15-20 engineers and artists in the design and development of several computer/mobile games and business software for iOS, Android and PC platforms.
- Assessing costs and risks associated with developing new features and products.
- Review and approval of all engineering, product and project scope documents prior to implementation.
- Supervising the build, testing and deployment of scalable, highly available and modular tools and technologies in-house to produce better products.
- Developing a 3D system to simulate the Hang-Gliding flight simulation both physically and graphically.
- Developing new algorithms for markerless augmented reality technologies to integrate in projects such as VDecoration, VEdutainment, Tanker Inspector, Car Inspector, etc.
- Developing components, algorithms and businesses around Internet of Things (IoT) involving mini computers such as Raspberry Pi I, II, NVidia Jetson and other boards.
- Developing ONVIF based modules (hardware & software) to use in traffic control, Automatic License Plate Recognition (ALPR), hotel information solutions, social studies, statistics, total solutions, etc.
- Developing social games for Municipality of Tehran.
- Developing Agrin Universal Simulator (Agrinus) providing a total solution for VR/AR scenarios that require the latest technology advancements in computer software and hardware in mixed reality.
- Helped kick-start Zoodar, an online grocery delivery startup that helps people buy items from their daily shopping lists using nothing but their smart devices and have them delivered in under 1 hour.
- Bringing Peyk to life, an online and on-demand courier delivery and services near you.
- Working on advanced topics such as LightField rendering and stereoscopic 360 panorama images which can be viewed using Head Mounted Displays like Oculus Rift DK1, DK2, CV1, HTC Vive, Project Morpheus and AR solutions running on smart phones, tablets, smart glasses, HoloLens, Magic Leap, etc.
- Working on the latest achievements in Augmented Reality with depth perception such as Project Tango, Intel RealSense, MV4D, Time of Flight, HoloLens, etc. with access to latest developer kits and white papers collected from around the globe.
- Working on new ways to interact with computers, e.g. Motion Controlled applications utilizing latest technology achievements like Microsoft Kinect 1, 2, Leap Motion and software algorithms based on Gesture Recognition, Facial Expression and Voice Recognition. Also working on Brain Computer Interfaces (BCI – e.g. EMOTIV) and creating prototypes of each use case based on real world scenarios, completing all our high-tech projects so far with unprecedented levels of accessibility and control.
- Developing a comprehensive Haptics and robotics system for dental training simulations, including precise force feedback for dental drilling and realistic soft-tissue interaction, aimed at enhancing the tactile realism and surgical accuracy in dental education and practice.

Researcher, Simulation Software Developer
Tarbiat Modares University – Iran

01/2013 to 04/2015

- Developed a 3D simulator to simulate Dental Machining procedure.
- Developed an optimized version of Marching Cubes algorithm to produce better surfaces from 3D voxel data (Volumetric Elements of 3D Objects) such as CT and MRI.
- Developed components to read 3D data from raw files, CT-Scans, MRI and DICOM files.
- Coupled the Haptics (sense of touch in Latin) robot interface (also developed in the Tarbiat Modares University) with our 3D simulation software.
- Created innovative and intuitive simulation features such as real-time rendering and deformation of 3D graphics for rigid bodies and soft tissue, plus coupling with Haptic loop (sense of touch) developed by Mechatronic graduated students of Tarbiat Modares.
- Developed algorithms for real-time deformation of 3D objects (such as a tooth) and calculating the force feedback generated by the density of voxel meshes.
- Developed collision detections algorithms for fast and accurate machining.
- Integrated Multi-Planar Rendering, Marching Cubes surface extraction and Ray Marching algorithms for research and prototyping purposes.
- Ported the interface to Mac and Linux in order to support cross-platform development.

Part-time Web Developer
Isiran Institute – Iran

10/2011 to 04/2014

- Earned the company exceptional ratings and testimonials from co-workers and managers (tbao.ir team).
- Helped surpass revenue goals in four consecutive quarters for a total of \$4M versus last year's \$3M revenue. (Selling pre-university guides, training courses and books)
- Developed 5 subsystems for the institute including, a Management Information System, a Customer Relationship Management system, an Automation system for the operators to answer client needs such as changes, polls and other requests, a Supplier Relationship Management system and a Registration Portal based on DotNetNuke.
- Wrote maintainable and extensible code in a team environment.
- Modified existing code to correct errors, upgrade interfaces and improve performance.
- Stored, retrieved and manipulated data for close analysis of system capabilities.
- Prepared detailed reports concerning project specifications and activities.
- Rapidly prototyped new capabilities to confirm feasibility studies.
- Directed software design and development while remaining focused on client needs.

Consultant
Sourena Game Studio – Iran, Germany

08/2009 to 10/2010

- Helped getting the 'Siavosh' game to a new level of quality with the usage of better assets in the following fields: 3D characters, enemies, weapons, animations and in-game vegetation.
- Presented 'Siavosh' and the company to different game publishers on previously defined schedules in Gamescom, Cologne, Germany 2010.
- Note: the game 'Legends of Persia' (Previously called 'Siavosh: Seven Visages') was competing for the title of 'Best Indie Game of the Year 2013' worldwide.

Co-founder, Producer, Head of R&D, Lead Developer
Nemo Games – Iran

03/2007 to 05/2019

- Co-founded 'Nemo Games' with 2 other friends in early 2007
- Won 3 prizes for our latest game in 2013, "Ava's Quest" including the prize for best technical achievement in Iran's 3rd Games Festival. (Published game)
- Won the title of 'Best Casual Game of the Year' and nominated for the 'Best Game of the Year' in Iran's 3rd Games Festival.
- Been in close relationship with Tango Games (Mehdi Karimi) for a few mobile games.
- Directed the 'Nemo Games' team to re-write a game called '11AirFox' for Tango Games on iOS and Android.
- Helped Tango Games create, polish and publish a game called, 'SpiderWay' for iOS and Android, enhancing the game with multiple updates and adding plugins for social networking features such as Facebook and Twitter integration.

Software Developer, Consultant
Armandis co. – Iran

01/2006 to Current

- Currently a Member of Executive Management Team and a Consultant.
- Built strategic alliances with Municipality of Tehran which resulted in year after year of contract work and obtaining an official contractor certificate for the company.
- Been directly involved in research and development on Virtual Reality and Augmented Reality based applications.
- Developed an in-house 3D software to design parks, gardens and green environments.
- Developed a few websites as contract work.
- Stake holder and consultant. (Current position)

Education

Master of Science: Computer Software Engineering University of Guilan - Guilan, Iran	Dropout
Bachelor of Science: Computer Software Engineering University of Applied Science and Technology – Tehran, Iran	2013

Bio

Birthdate: 21/03/1986

Languages: Farsi (Native), English (Fluent), French & Japanese (Elementary)

Marital Status: Married

Interests: Computer Science, Game Design & Development,
Working with New Technologies (SoC, AV, AR, VR, MR, XR),
Spatial Computing, Light Field Rendering.

Sports: Martial Arts, Swimming

