MEHRZAD B. BEIKNEJAD

SENIOR SOFTWARE ENGINEER AND UX DESIGNER

EXPERTISE

Frontend development
Web Design
UX Design
UI Design
Game development
Motion Graphics

CONTACT

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EXPERIENCE

SENIOR SOFTWARE ENGINEER AND LEAD UX DESIGNER

SKYMILL, FULL SERVICE SOFTWARE DEVELOPMENT COMPANY, 01/2023 - CURRENT

- Designing and developing software solutions for a variety of different clients and industries.

HEAD OF TECH AND UX

YELLOW UMWELT A/S, DIGITAL DESIGN AGENCY, 01/2022 - 01/2023

- Managing a teams of frontend and backend developers, to build and mantain digital products and campaigns.

SENIOR FRONTEND DEVELOPER & LEAD UX DESIGNER

VERTIC, DIGITAL DESIGN AGENCY, 12/2018 - 12/2021

- Working with React to develop new and large scale .com solutions.

- Concept, Design, UI/UX, Web, HTML5/CSS3 etc

SENIOR FRONTEND DEVELOPER / SENIOR UX DESIGNER

SITECORE, SITECORE WCM, 05/2017 - 12/2018

- Designing, animating, developing and implementing the newest toolset in Sitecore.

- Doing concept development as well as prototyping to proof concepts, before proceeding to productioncode.

SENIOR GUI DESINGER / DEVELOPER

IO-INTERACTIVE, HITMAN, 01/2016 - 05/2017

- Designing, animating and developing the newest Hitman Game GUI. This includes the HUD, Frontend Menu as well as the Pause Menu.

EDUCATION

Multimediadesigner

Copenhagen school of design and technology

2008 –2010

Studentereksamen (STX)

Mathematics, Gladsaxe Gymnasium

2000 –2003

VOLUNTEER

Coding Pirates

Teaching children in the ages 7-15 in web and game development

2018

EXPERIENCE

HEAD OF GAMING, SENIOR UI DESIGNER, SENIOR WEB DESIGNER, SENIOR FRONTEND DEVELOPER, UNITY DEVELOPER (C#), MOTION GRAPHICS ARTIST, IOS DEVELOPER

ISOBAR, A PART OF THE DENTSU AEGIS NETWORK, 05/2014 - 12/2015

- Designing, scripting, developing and animating online games, apps, webapps, facebook apps, websites and banner ads.

- Design and development of TV-Spots for Danish television, as well as web video.

- HTML5/CSS3, Game development, Concept, Design, UI, Web, Aftereffects, Videoediting, Compositing, Flash, AS3 etc.

ART DIRECTOR / LEAD UI DESIGNER

SWAY / JUKEIT, JUKEBOX APP (AS SEEN ON "LØVERNES HULE" ON DR1), 2014

- Designing the entire application UX, UI with iconography and layouts.

- Deciding on directions for a userfriendly interface and design.

- Implementing the concepts in a functional UI in the app.

ART DIRECTOR, LEAD UI DESIGNER

GAMEMASTERZ, RAVENSTORM: RIFT OF SOULS, 01/2014 - 2015

- Production of GUI, for a turn-based, tactical fantasy roleplaying game.

- Strategic coniderations regarding content. So far this has manifested in several functioning features which I have designed. Features like character creation flows and in-game HUD.

UI DESIGNER / DEVELOPER

YAGER, DEAD ISLAND 2, 10/2013 - 01/2014

- Production of an innovative user interface as well as improvement on the previous ScaleForm integration in Unreal Engine 4.

- Design, animation, programming/scripting and implementing a functional user interface. Develop features like a skill menu to portray skill progression and upgrades as well as design and implementation of a dialogue system to drive the vocal interaction with NPCs.

LANGUAGES

Danish
Fluent in speech and writing

English
Fluent in speech and writing

Farsi / Persian
*Fluent in speech and
some writing*

Japanese
*Learning speech
as well as writing*

EXPERIENCE

UI DESIGNER / DEVELOPER

IO-INTERACTIVE, HITMAN ABSOLUTION, 03/2012 - 10/2013

- Designing, animating and developing the Hitman: Absolution game GUI. Primary goal was to create a HUD, where elements wouldn't clutter nor obscure gameplay area.

FLASH- AND WEB DEVELOPER / DESIGNER / MOTION GRAPHICS ARTIS

KATHART INTERACTIVE, DIGITAL DESIGN BUREAU, 03/2010 - 03/2012

- Design, scripting/developing and animation of online advertisement, apps, games and websites.

- Client pitching as well as direct cooperation with existing clients.

ASSISTANT TEACHER

KEA, COPENHAGEN SCHOOL OF DESIGN AND TECHNOLOGY, 09/2008 - 02/2010

- Teaching and helping students with their design, code and animation projects.