

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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Portfolio:
baconshot.dk

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 considerations 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.

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