ABOUT ME

Taha Haghighi

Full-stack & systems developer

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Location Rasht, Iran

● Open to new projects

I enjoy building things that can be experienced.

I love seeing my work come to fruition, appreciating the precision behind it, and watching people experience what I've made.

SUMMARY

I'm a self-taught full-stack developer who also writes low-level programs in Rust. On the frontend, I like to build creative, distinctive visuals. On the backend, I have experience with Node.js and, to a lesser extent, .NET. I'm currently building a particle-based fluid simulation library in Rust.

SELECTED WORKS

Vofluid: a Fluid Simulation Library

2025 – Present

- An open-source, particle-based, cross-platform fluid simulation library.
- Currently implements the viscoelastic fluid solver from Clavet et al. (2005), with more solvers planned.
- Runs single-threaded, multi-threaded, or on the GPU through compute shaders.

Rust · Multithreaded · Compute Shader

Voxes: My Personal Website

2026

- A fully static website I made for myself.
- Built with Astro and Solid.js.

Astro · Solid.js · TypeScript

Kazheh House Website

2026

- A bilingual website for the Kazheh House boutique hotel, built with Next.js and written from scratch for the hotel's needs.
- A custom reservation system that replaced the Excel spreadsheets and made booking easier for staff and guests.
- An admin panel for managing reservations, staff accounts, and the website's media.

Next.js · React · TypeScript · PostgreSQL

SKILLS

Programming languages

JavaScript · TypeScript · C# · Rust

Frontend

Next.js · Astro · Solid · React

Backend & tools

Node.js · PostgreSQL · Git

EDUCATION

2022 – 2026

Diploma in Humanities

Shahid Rajayi High School

I began learning to code around 2020. In 2023, I decided to pursue it as a career and have been learning from online sources ever since.

LANGUAGES

Persian Native ●●●●●

English Fluent ●●●●○

Russian Beginner ●○○○○

BEYOND WORK

Outside work, I'm prototyping a video game with the Bevy game engine. When I'm not coding, I'm usually enjoying story heavy video games, practicing the violin, learning Russian, or reading classic literature, often from Russian authors.

Check out what I've worked on, or contact me to build something together. **See my work** | **Get in touch**