

Nami Naziri

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Personal Profile

I am a first-year computer science master's student at Aalto University. I'm proficient in Unreal Engine and enjoy exploring new concepts related to game development, particularly where gameplay, AI, and animation intersect.

Education

Aalto University

Espoo, Finland

Master's Degree, Computer Science

2022 - Current

- **Scholarship** I received a Finland Scholarship, which is merit-based and competitively awarded based on academic evaluation. It covers 100% of the tuition fee and provides €5000 for relocation and other expenses in the first year of study.

Isfahan University of Technology

Isfahan, Iran

Bachelor's degree, Computer Engineering (GPA:18.13/20)

2018 - 2022

- **Thesis** Analysis of the animation graph in Unreal Engine and implementation of an animation system using OpenGL

Work Experience

Isfahan University of Technology

Isfahan, Iran

Teaching Assistant (Advanced Computer Programming With C++) Dr. Maryam Mouzarani

Jan 2021 - Sept 2021

- Weekly meeting with course staff members and designing assignment questions for the week
- Leading weekly labs and assisting students
- Helping students with their assignments, labs, and any course concepts
- Grading labs and final project

Projects

Space Invaders

I created a space invaders clone game using the Unreal engine as an entry for the **Games Job Fair Spring 2023 - Unreal Engine Programming Challenge**. My entry was selected as **one of the top 3** entries, and the code structure was reviewed by **Chris Rock, the Lead Gameplay Programmer at Savage Games**. You can watch the review on **YouTube**, download and play the game from **itch.io**, read the code from **GitHub**, and read about my thought process in this **blog post**.

Animation System

As part of my bachelor's thesis, I developed an animation system that can import various meshes with skeletons and animations. This system also has the ability to blend animations together using a state machine. The code for this project is available on **GitHub** for review.

Inverse Kinematics

An implementation of inverse kinematics that utilizes the Jacobian matrix. Inverse kinematics is a method used to determine the required input parameters to position a robotic arm or character model in a specific configuration. It calculates the joint angles required to achieve a desired end-effector position or trajectory. For more information please read the **blog post**. Additionally, the entire project can be accessed on **GitHub**.

Mesh Simplifier

This project implements the Surface Simplification Using Quadric Error Metrics paper for simplifying various types of geometry. The algorithm is based on quadric error metrics and includes optimizations and heuristics for improved performance and quality. The code is accessible via **GitHub**.

Skills

Programming C/C++, JavaScript, MATLAB, Python, C#, HTML/CSS, SQL

Software Unreal Engine, Unity, Git, Docker

Languages

English Advanced proficiency (C1)

Farsi Native proficiency