



Mahdi Farrokhi Maleki

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FIELDS OF INTERESTS **AI Application in games:** Reinforcement Learning, Multiagent Learning, Procedural Content Generation, Computer Graphics
Game Development: XR/VR/AR, PC and Mobile Games, Serious Games
Game Design: Creating Story, Mechanisms, and Gameplay
Machine Learning: Active learning in Medical fields

EDUCATION **University of Tabriz**, Tabriz, Iran

B.Sc., Computer Engineering

Sep 2018 - Sep 2022

- GPA: **16.39/20 (3.32/4)**

National Organization for Developing Special Talents, Bonab, Iran

Pre-university Certificate in Mathematical sciences

June 2018

- GPA: 17.57/20 (3.85/4)

Diploma Certificate in Mathematics and Physics

June 2017

- GPA: 18.89/20 (3.97/4)

PUBLICATIONS

- **An Innovative Active Learning Method** Under preparation
Using pseudo labeling and cost estimation functions to create a new active learning method, our focus is on Medical data (especially ophthalmology data)

WORK

EXPERIENCE

- **Researcher And Software Developer** in APA February 2021 - June 2021
AI Lab of Tabriz University
- **Game Developer** at [Unipoly Games](#) February 2021 - June 2021
Istanbul, Turkey
Developed Hyper-Casual games for IOS and Android
- **Game Developer And Designer** at Moraba February 2021 - June 2021
Games (DailyGamesStudio)
Developed Hyper-Casual games for IOS and Android
Also creating a in-game video player plugin for advertising

HONORS AND AWARDS

- **Selected team of Serious Games Hackathon 2020 in Iran Serious Games Prize 2020**
Issued by [Iran computer and video games foundation](#) **Dec 2022**
- Great student of University of Tabriz,
Ranked **16 out of 80** students **Sep 2022**
- Top **0.02** among 134183 students in Iranian university entrance exam (Konkur) **July 2018**

CERTIFICATES

- Issued by **Stanford Online**
 - [Machine Learning](#)
- Issued by **Unity Learn**
 - Unity ML-Agents
- **Reinforcement Learning Course**
 - RL Course by David Silver

PROJECTS

- **Games Implemented With Reinforcement Learning:**
 - Flappy Bird
 - Humming-Bird (a 3D Game)
- **My Shop (Covid-Shop Manager)**
 - Won the third spot in the Hackathon Game Jam
- **Tangram**
 - Percolation algorithm was used to generate new levels without needing a human supervisor
 - Implemented In-App Purchase, firebase, and google analytics in the game for tracking analytics, reporting and fixing app crashes
- **Mini Video Player**
 - Created an in-game video player to advertise the company's other products
 - the video player could work with or without access to the internet (by downloading the videos and saving them in the phone's storage)
- **Softwares Developed:**
 - Face Segmentation Mobile App
 - School Manager (using WPF and CSharp)
- **Snake Game Using Hand Gesture (Under Development)**
- **Soccer Game With Reinforcement Learning (Under Development)**

SKILLS

Programming Languages

CSharp (Advance)

Python (Intermediate)

HTML, CSS (Intermediate)

Softwares

Unity, Anaconda, Blender, L^AT_EX

Programming Frameworks

Unity (Advance)

Unity's MLAgents (Intermediate)

Tensorflow/Keras (Intermediate)

PyTorch/ Matplotlib

Numpy/ OpenCV

TEACHING

- **Mentor at Iran Technical and Vocational Training Organization:
Malekan, Iran**
 - Introduction to Programming (**Summer 2018**)
 - International Computer Driving License-ICDL (**Summer 2018**)

LANGUAGES

Languages

English (fluent)

Turkish (native)

Persian (native)

IELTS IDP

Overall: 8

Speaking: 7

Writing: 7

Reading: 9

Listening: 8.5