Mahdi Farrokhimaleki ☐

CONTACT INFORMATION	Mahdi Farrokhimaleki

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Mahdi Farrokhimaleki
Mobile: +98 933 0943738   Tabriz, Iran
Email: mahdifarro@gmail.com
Github Account
Linkedin Account

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
Machine Learning: Active learning

EDUCATION

University of Tabriz, Tabriz, Iran

B.Sc., Computer Engineering   **Sep 2018 - Sep 2022**
- Last 2 Years GPA: **16.99/20 (3.58/4)**
- 4 Years 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

PROJECTS

- **Flappy Bird Implemented With Reinforcement Learning**
- **Humming-Bird (a 3D Game) Implemented With Reinforcement Learning**
- **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
- **Mini Video Player**
  - Created an in-game video player to advertise the company's other products
- **Softwares Developed:**
  - Face Segmentation Mobile App
  - School Manager (using WPF and CSharp)
- **Snake Game Using Hand Gestures (Under Development)**
- **Soccer Simulation Game With Reinforcement Learning (Under Development)**

TEACHING

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

WORK EXPERIENCE

- **Researcher in APA AI Lab of Tabriz University**   **Feb 2022 - Now**

- **Game Developer** at Unipoly Games   **Sep 2021 - Jan 2022**
  Istanbul, Turkey
  Developed Hyper-Casual games for IOS and Android

- **Game Developer And Designer** at Moraba
  Games (DailyGamesStudio)   **Feb 2021 - June 2021**
  Developed Hyper-Casual games for IOS and Android
  Also created an in-game video player plugin for advertising

SKILLS

Programming Languages   **Programming Frameworks**
CSharp (Advance)   Unity (Advance)
                                             Unity's MLAgents (Intermediate)
Python (Intermediate)   Tensorflow/Keras (Intermediate)
                                             PyTorch/ Matplotlib
                                             Numpy/ OpenCV
C, C++ (Intermediate)
HTML, CSS (Intermediate)

Softwares
Unity, Anaconda, Blender, LaTeX

LANGUAGES

Languages   **IELTS IDP**
English (fluent)   Overall: 8
Turkish (native)   Speaking: 7
Persian (native)   Writing: 7
                                 Reading: 9
                                 Listening: 8.5

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,   **Sep 2022**
  Ranked **16 out of 80** students

- Top **0.02** among 134183 students in Iranian uni-   **July 2018**
  versity entrance exam (Konkur)

CERTIFICATES

- **Issued by Stanford Online**
  - Machine Learning

- **Issued by Unity Learn**
  - Unity Ml-Agents

- **Reinforcement Learning Course**
  - RL Course by David Silver