

Mahdi Farrokhi Maleki



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Tabriz, Iran

FIELDS OF **AI Application in games:** Reinforcement Learning, Multiagent Learning,
INTERESTS 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

- 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, our focus is on Medical data
(especialy ophthalmology)

WORK

EXPERIENCE

- **Researcher** in APA AI Lab of Tabriz University February 2021 - Now
- **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 Games (DailyGamesStudio) February 2021 - June 2021
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

- **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 Game With Reinforcement Learning (Under Development)**

SKILLS

Programming Languages

CSharp (Advance)

Python (Intermediate)

C, C++ (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