

# Nima Etemad Golestani

 Github |  LinkedIn |  Website |  nima.e.golestani@gmail.com |  nima.golestani@mshdiau.ac.ir


## EDUCATION

### B.Sc. in Computer Engineering


Sep 2018 - Jan 2023

Islamic Azad University, Mashhad Branch 

Department of Computer Engineering and Information Technology

- **Overall GPA:** 3.3/4.0 (16.58/20 in Iran system) 
- **Last two years GPA:** 3.7/4.0 (18/20 in Iran system)

## PUBLICATIONS

Nima Etemad Golestani, "The Impact of Game-based Learning on Student's Achievements: A review"  
(Under Preparation)  [Abstract](#)

## RESEARCH INTERESTS

• Game Development • Game AI • Game-Based Learning • Reinforcement Learning • NPC Behavior Learning


## Selected Courses

- Artificial intelligence(18.5/20)
- Fundamental of Computing intelligence(20/20)
- Fundamental of language processing(20/20)
- Fundamental of compiler design(20/20)
- Signals and Systems(20/20)
- Software Engineering(18/20)
- Internet Engineering(20/20)
- Computer Networks(19.25/20)
- Operating systems(20/20)
- Databases(20/20)

## Teaching Experience

### Teaching Assistant

Oct 2023-Present

Ferdows Institute of Higher Education 

Mashhad, Iran

Game Development Course

- Teach a number of course topics
- Review and provide feedback on students' assignments

### Teaching Assistant

Jan 2023-Present

Game Dojo 

Mashhad, Iran

Game Development Course

- Collaborate with teachers in facilitating Game Dojo courses.
- Review and provide feedback on students' assignments

### LinkedIn Instructor

Dec 2021

Islamic Azad University


Mashhad, Iran

- Conducted a successful webinar for graduates in partnership with the "Research Center for Animal Development Applied Biology" and the "Scientific Association of Computer Engineering Department."
- Trained participants on the usage of the LinkedIn platform.

## Work Experience

### Game Developer, Unity Engine Specialist

Aug 2021 - present

White Designers Studios 

Mashhad, Iran

- Worked on several casual and hyper casual game titles with a team of talented developers and artists
- Gained experience and improved skills in programming, environmental design, and Unity engine development

### Main member of Scientific Association of the Computer Engineering Department

Jan 2021 - Sep 2022

Islamic Azad University

Mashhad, Iran

- Organized and hosted events and webinars
- Assisted students in course selection and academic planning
- Provided career guidance to students

### Ordinary member of Scientific Association of the Computer Engineering Department

Sep 2020 - Jan 2021

Islamic Azad University

Mashhad, Iran

- Supported professors in organizing conferences and webinars
- Build professional connections with undergraduate and graduate students and faculty members

### Hardware Technician

Jun 2019 - Sep 2019








Navid Rayan Co

Mashhad, Iran

- Troubleshooted and repaired computer hardware
- Gained knowledge in computer architecture and hardware components

## Projects

---

<b>Runcell</b> Game Developer and Designer <ul style="list-style-type: none"><li>• A 3D endless Runner game based on WebGL in My Irancell app</li><li>• Designed all stages of the game</li><li>• Worked on parts of the code such as parts of Core, Shop, Setting, Missions and Profile</li></ul>	<b>Feb 2023 - Present</b>  <a href="#">Google Drive</a>
<b>Sistan Legends</b> Game Developer <ul style="list-style-type: none"><li>• A 3D Role play game</li><li>• Research and develop player and enemy AI</li><li>• Contributed to the player controller, player event handler, and Animation Event JSON Generator (AEJG)</li></ul>	<b>Jan 2023 - Present</b>  <a href="#">Website Link</a>
<b>Catch First!</b> Game Developer, Level Designer <ul style="list-style-type: none"><li>• A 3D Up-Down Zero-player game</li><li>• Designed a 3D up-down zero-player game</li><li>• Implemented reinforcement learning using ML-Agent with a neural network trained up to 3.5 million steps with an accuracy of 0.993.</li></ul>	<b>Dec 2022</b>  <a href="#">GitHub Link</a>
<b>Gnar</b> Game Developer, Level Designer <ul style="list-style-type: none"><li>• A dynamic mega-city Sport Open-World metaverse with captivating 16-bit graphics based on WebGL</li><li>• Exclusively designed for Nounz NFT holders</li><li>• Designed and Construct parts of the Map</li><li>• Worked on parts of the code such as Core, Mission, Profile, etc.</li></ul>	<b>Mar 2021 - Sep 2022</b>  <a href="#">Google Drive</a>
<b>Nailer Mailer</b> Game Developer, Level Designer <ul style="list-style-type: none"><li>• A 3D FPS Hyper-Casual game for android mobile</li><li>• Programmed the player and enemy movement system and designed level environments</li></ul>	<b>Oct 2021 - Dec 2021</b>  <a href="#">Google Play Link</a>
<b>Cowboy Bepop Space Shooter</b> Game Developer and Designer <ul style="list-style-type: none"><li>• A simple 2D Pixel Art Space Shooter Game</li><li>• Programmed with Python and Pygame</li></ul>	<b>Jan 2021</b>  <a href="#">GitHub Link</a>
<b>Tic-Tac-Toe using Minimax</b> Game Developer and Designer <ul style="list-style-type: none"><li>• A simple Tic-Tac-Toe Game included both PVP and PVN options</li><li>• Used C++ and Minimax algorithm</li></ul>	<b>Nov 2020</b>  <a href="#">GitHub Link</a>








## Skills

---

Programming languages: C#, C++, Python, TypeScript	ML/AI: ML-Agent, Tensorflow, Numpy
Software: Unity, Visual Studio, Git, Cocos Creator, Blender, Tiled, Asprite, Adobe Premiere, Figma, Matlab	Miscellaneous: MySQL, Latex, HTML, CSS

## Licenses & certifications

---

<b>Advanced Learning Algorithms</b> Coursera	<b>Jun 2023</b>  <a href="#">Certificate Link</a>
<b>Supervised Machine Learning: Regression and Classification</b> Coursera	<b>Feb 2023</b>  <a href="#">Certificate Link</a>
<b>Intro to Game AI and Reinforcement Learning</b> Kaggle	<b>Jun 2022</b>  <a href="#">Certificate Link</a>
<b>C#</b> Sololearn	<b>Mar 2022</b>  <a href="#">Certificate Link</a>
<b>C++</b> Sololearn	<b>Mar 2022</b>  <a href="#">Certificate Link</a>
<b>Python Core</b> Sololearn	<b>Mar 2022</b>  <a href="#">Certificate Link</a>
<b>International Computer Drivers License (ICDL)</b> Iran Technical & Vocational Training Organization	<b>Oct 2016 - Oct 2021</b>  <a href="#">Certificate Link</a>

## Languages

---

Persian: Native	English: Duolingo English Test: 115  <a href="#">Certificate Link</a>
-----------------	--