


# Nima Etemad Golestani

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## EDUCATION

### B.Sc. in Computer Engineering


Sep 2018 - Feb 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-Based Learning
- VR/AR
- Game AI
- Reinforcement 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 - Feb 2024

Ferdows Institute of Higher Education 

Mashhad, Iran

Game Development Course

- Teach several course topics
- Review and provide feedback on students' assignments

### Teaching Assistant

Jan 2023 - May 2024

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."
- Taught participants the usage of the LinkedIn platform.

## Work Experience

### Game Developer, Unity Engine Specialist

Aug 2021 - May 2024

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 the Scientific Association of the Computer Engineering Department (Unpaid)

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 the Scientific Association of the Computer Engineering Department (Unpaid)

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

## Projects

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### Runcell

Feb 2023 - Dec 2023

Game Developer and Designer

 [Google Drive](#)

- A 3D endless Runner game based on WebGL in My Irancell app
- Designed all stages of the game
- Worked on parts of the code such as parts of Core, Shop, Setting, Missions and Profile

### Sistan Legends

Jan 2023 - Present

Game Developer

 [Website Link](#)

- A 3D Role play game
- Research and develop player and enemy AI
- Contributed to the player controller, player event handler, and Animation Event JSON Generator (AEJG)

### Catch First!

Dec 2022

Game Developer, Level Designer

 [GitHub Link](#)

- A 3D Up-Down Zero-player game
- Designed a 3D up-down zero-player game
- Implemented reinforcement learning using ML-Agent with a neural network trained up to 3.5 million steps with an accuracy of 0.993.

### Gnar

Mar 2021 - Sep 2022

Game Developer, Level Designer

 [Google Drive](#)

- A dynamic mega-city Sport Open-World metaverse with captivating 16-bit graphics based on WebGL
- Exclusively designed for Nounz NFT holders
- Designed and Construct parts of the Map
- Worked on parts of the code such as Core, Mission, Profile, etc.

### Nailer Mailer

Oct 2021 - Dec 2021

Game Developer, Level Designer

 [Google Play Link](#)

- A 3D FPS Hyper-Casual game for android mobile
- Programmed the player and enemy movement system and designed level environments

### Cowboy Bepop Space Shooter

Jan 2021

Game Developer and Designer

 [GitHub Link](#)

- A simple 2D Pixel Art Space Shooter Game
- Programmed with Python and Pygame

### Tic-Tac-Toe using Minimax

Nov 2020

Game Developer and Designer

 [GitHub Link](#)

- A simple Tic-Tac-Toe Game included both PVP and PVN options
- Used C++ and Minimax algorithm

## Skills

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Programming languages: C#, C++, Python, TypeScript

ML/AI: ML-Agent, Gym, Google Colab, Tensorflow, Numpy

Software: Unity, Visual Studio, Git, Cocos Creator, Blender, Tiled, Asprite, Adobe Premiere, Figma, Matlab

Miscellaneous: MySQL, Latex, HTML, CSS

## Licenses & certifications

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### Advanced Learning Algorithms

Jun 2023

Coursera

 [Certificate Link](#)

### Supervised Machine Learning: Regression and Classification

Feb 2023

Coursera

 [Certificate Link](#)

### Intro to Game AI and Reinforcement Learning

Jun 2022

Kaggle

 [Certificate Link](#)

### C#

Mar 2022

Sololearn

 [Certificate Link](#)

### C++

Mar 2022

Sololearn

 [Certificate Link](#)

### Python Core

Mar 2022

Sololearn

 [Certificate Link](#)

### International Computer Drivers License (ICDL)

Oct 2016 - Oct 2021

Iran Technical & Vocational Training Organization

 [Certificate Link](#)

## Languages

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Persian: Native

English: Duolingo English Test: 115  [Certificate Link](#)