

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
- Reinforcement Learning
- Imitation learning
- NPC behaviour 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

Jan 2023-Present

Game Dojo 

Mashhad, Iran

- Assist 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.

Mentor for New Students

Nov 2021

Islamic Azad University


Mashhad, Iran

- Facilitated a webinar for new students, aimed at helping them identify and enhance their areas of interest. 

WORK EXPERIENCE

Game Developer, Unity Engine Specialist

Aug 2021 - present

White Designers Studios 

Mashhad, Iran

- Working on several casual and hyper casual game titles with a team of talented developers and artists
- Gaining experience and improving 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

- Troubleshooting and repairing computer hardware
- Gained knowledge in computer architecture and hardware components

PROJECTS

Runcell

Game Developer and Designer

- 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

Feb 2023 - Present

 [Google Drive](#)

Sistan Legends

Game Developer

- 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)

Jan 2023 - Present

 [Google Play Link](#)

Catch First!

Game Developer, Level Designer

- 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.

Dec 2022

 [GitHub Link](#)

Gnar

Game Developer, Level Designer

- 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.

Mar 2021 - Sep 2022

 [Google Drive](#)

Nailer Mailer

Game Developer, Level Designer

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

Oct 2021 - Dec 2021

 [Google Play Link](#)

Cowboy Bepop Space Shooter

Game Developer and Designer

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

Jan 2021


 [GitHub Link](#)

Tic-Tac-Toe using Minimax

Game Developer and Designer

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

Nov 2020

 [GitHub Link](#)

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, Matlab, Proteus, CV-AVR

Miscellaneous: MySQL, Latex, HTML, CSS

LANGUAGES

Persian: Native

English: Professional working proficiency

LICENSES & CERTIFICATIONS

Advanced Learning Algorithms

Coursera

Jun 2023

 [Certificate Link](#)

Supervised Machine Learning: Regression and Classification

Coursera

Feb 2023

 [Certificate Link](#)

Intro to Game AI and Reinforcement Learning

Kaggle

Jun 2022

 [Certificate Link](#)

C#

Sololearn

Mar 2022

 [Certificate Link](#)

C++

Sololearn

Mar 2022

 [Certificate Link](#)

Python Core

Sololearn

Mar 2022

 [Certificate Link](#)

International Computer Drivers License (ICDL)

Iran Technical & Vocational Training Organization

Oct 2016 - Oct 2021

 [Certificate Link](#)