

Nima Etemad Golestani

 Github |  LinkedIn |  Website |  nima.golestani2016@gmail.com


EDUCATION

B.Sc. in Computer Engineering

Sep 2018 - present

Islamic Azad University, Mashhad Branch 

Department of Computer Engineering and Information technology

- **Overall GPA:** 3.1/4.0 (16/20 in Iran system) (In Progress)
- **Last two years GPA:** 3.6/4.0 (17.7/20 in Iran system) (In Progress)
- **Thesis:** Catch First! a catch goal first non player game using Reinforcement learning approach  [GitHub Link](#)
- **Thesis Grade:** 4/4 (20/20)
- **Supervisor:** Dr. Shabnam Shadroo

PUBLICATIONS

Nima Etemad Golestani and Ali Ebadi, "The Impact of Game-based learning on Student's achievements: A review" (Under Editing)  [Abstract](#)

RESEARCH INTERESTS

• **Game Development** • **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)
- Network Security(18.5/20)
- Computer Networks(19.25/20)
- Databases(20/20)
- Internet Engineering(20/20)

TEACHING EXPERIENCE


LinkedIn Learning Instructor

Dec 2021

Islamic Azad University

Mashhad, Iran

Holding a webinar for graduates in collaboration with


the "Research Center for Animal Development Applied Biology" and the "Scientific Association of Computer Engineering Department." for training LinkedIn platform. 

Mentor for New Students

Nov 2021

Islamic Azad University

Mashhad, Iran

Holding a webinar for new students to help them find and improve their areas of interest. 

WORK EXPERIENCE

Game Developer, Level Designer

Aug 2021 - present

White Designers Studios

Mashhad, Iran

- Working on several casual and hyper casual game titles with talented coworkers
- Improved my Programming, environmental design and Unity Engine skills

Main member of Scientific Association of the Computer Engineering Department

Jan 2021 - present

Islamic Azad University

Mashhad, Iran

- Reorganizing and holding events and webinars
- Guiding students to select their courses
- Academics and career guidance for students

Ordinary member of Scientific Association of the Computer Engineering Department

Sep 2020 - Jan 2021

Islamic Azad University

Mashhad, Iran

- Actively helping professors at universities for their conferences and webinars
- Networking with undergraduates, graduates and faculties

Hardware Technician

Jun 2019 - Sep 2019

Navid Rayan Co

Mashhad, Iran

- Troubleshooting and repairing computer Hardware
- Learn about computer architecture and hardware

PROJECTS

Love'em Up

Game Developer, Level Designer

- A 3D FPS Hyper-Casual game for android mobile
- Programming parts of game core and development of previous used mechanics
- Designed and constructed twelve distinct levels.

Dec 2021 - Jan 2022

 [Google Play Link](#)

Nailer Mailer

Game Developer, Level Designer

- A 3D FPS Hyper-Casual game for android mobile
- Programming the player and enemies' movement system
- Designed level environments

Oct 2021 - Dec 2021

 [Google Play Link](#)

Balloon Boomer!

Level Designer

- Designed three levels
- Create creative particles for balloons with scripting

Sep 2021 - Oct 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
- Using C++ and Minimax algorithm
- Has PVP and PVN options

Nov 2020

 [GitHub Link](#)

SKILLS

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

ML/AI: ML-Agent, Tensorflow, Numpy

Miscellaneous: MySQL, Latex, HTML, CSS

Software: Unity, Visual Studio, Git, Matlab, Cocos Creator, Blender, Tiled, Asprite, Adobe Premiere, Proteus, CV-AVR

Soft Skills: Communication, Teamwork, Time management

LANGUAGES

Persian: Native

English: EFSET(48/100) (IELTS will be taken)

LICENSES & CERTIFICATIONS

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

Oct 2016 - Oct 2021

 [Certificate Link](#)

REFERENCES

• Dr Seyed Reza Kamel Tabbakh [Assistant Professor]

Faculty Member at Islamic Azad University Mashhad branch
IEEE and IEEE Communication Society member since 2007

 [Google Scholar](#) ,  [ResearchGate](#),  [Email](#)

• Dr Reza Godaz [Assistant Professor]

Faculty member at Islamic Azad University Mashhad branch

 [LinkedIn](#) ,  [ResearchGate](#),  [Email](#)

• Dr Shabnam Shadroo [Assistant Professor]

Faculty Member at Islamic Azad University Mashhad branch
Director of Computer Engineering Scientific Association (CSAIAUM)

 [LinkedIn](#) ,  [ResearchGate](#) ,  [Email](#)