

Nima Etemad Golestani

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Game Developer

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SUMMARY

I am a highly motivated **Game Developer** and **Unity Engine specialist** with a passion for creating engaging and entertaining games. With a background in Computer Engineering and experience working at WD Studios, I have a strong foundation in game development and a desire to continuously learn and grow in the field.

I have a Bachelor's degree in Computer Engineering from Islamic Azad University, Mashhad and am a proud member of the Computer Engineering Association (CSAIAUM). My hands-on experience as a Game Developer and Unity Engine specialist at White Designers Studio has allowed me to develop a diverse set of skills, including programming several parts of games such as **Game Core** and **UI**, **Design and Construct Game Levels** and **Create Animations** and **Special Visual Effects**.

TECHNICAL SKILLS

Languages	: C#, C++, TypeScript, Python
Engines	: Unity, Cocos Creator, PyGame
Dev Tools	: Visual Studio Code, Visual Studio, Git, Gitlab

EXPERIENCE

Junior Game Developer, Unity Engine Specialist <i>White Designer Studios</i>	Dec 2021 – Present <i>On Site</i>
<ul style="list-style-type: none">Working on several casual and hyper-casual game titles with a team of talented developers and artistsGaining experience and improving skills in programming, environmental design, and Unity engine development	

EDUCATION

Azad University, Mashhad Branch <i>Bachelor of Computer Engineering</i>	Mashhad, Khorasan Razavi, Iran Sep 2018 – Jan 2021
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PROJECTS

Sistan Legends	<i>C#, Unity</i>	Project Website
<ul style="list-style-type: none">A 3D Role play gameResearch and develop player and enemy AIContributed to the player controller and player event handlerCreated multiple editor windows, including Animation Event JSON Generator		
Runcell	<i>C#, Unity</i>	Project Website
<ul style="list-style-type: none">A 3D endless Runner game based on WebGL in My Irancell appDesigned all stages and levels of the gameWorked on parts of the code such as core, shop, setting, Mission, and profile		
Gnar	<i>C#, Unity</i>	Google Drive
<ul style="list-style-type: none">A dynamic mega-city Sport Open-World metaverse with captivating 16-bit graphics based on WebGL exclusively designed for Nounz NFT holdersDesigned and Construct parts of the MapWorked on parts of the code such as core, Mission, profile and etc.		
Nailer Mailer	<i>C#, Unity</i>	Google Play
<ul style="list-style-type: none">A 3D FPS Hyper-Casual game for Android mobileProgrammed the player and enemy movement systemDesigned level environments		

CERTIFICATIONS

- [Intro to Game AI and Reinforcement Learning by Kaggle](#)
- [C# Certificate by SoloLearn](#)
- [C++ Certificate by SoloLearn](#)
- [Python Core Certificate by SoloLearn](#)
- [Advanced Learning Algorithms by Coursera](#)
- [Supervised Machine Learning by Coursera](#)