

Nima Etemad Golestani

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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 (16.6/20 in Iran system)
- **Last two years GPA:** 3.7/4.0 (17.8/20 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**
- **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, Technical Artist

Aug 2021 - present

White Designers Studios [🔗](#)

Mashhad, Iran

- Working on several casual and hyper casual game titles with a team of talented developers
- 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

Sistan Legends

Game Developer

- A 3D Role play game
- Contributed to the player controller and player event handler
- Created multiple editor windows, including Animation Event JSON Generator

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](#)

Love'em Up

Game Developer, Level Designer

- A 3D FPS Hyper-Casual game for android mobile
- Contributed to game core programming and developed previous used mechanics
- Designed and built twelve unique levels.

Dec 2021 - Jan 2022

 [Google Play Link](#)

Nailer Mailer

Game Developer, Level Designer

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

Oct 2021 - Dec 2021

 [Google Play Link](#)

Balloon Boomer!

Level Designer

- A 3D FPS Hyper-Casual game for android mobile
- Designed three levels
- Created visually appealing particle effects for balloons through 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
- Used C++ and Minimax algorithm
- Included both PVP and PVN options.

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: IELTS will be taken

LICENSES & CERTIFICATIONS

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

Oct 2016 - Oct 2021

 [Certificate Link](#)