Nima Etemad Golestani

 Github | in 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
- 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 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
- Troubleshooted and repaired computer hardware
- Gained knowledge in computer architecture and hardware components

PROJECTS

Runcell Feb 2023 - Present
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 ⏵ Google Play 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

Programming languages: C#, C++, Python, TypeScript **ML/AI:** ML-Agent, Tensorflow, Numpy

Software: Unity, Visual Studio, Git, Cocos Creator, Blender, Tiled, Asprite, Adobe Premiere, Figma, Matlab **Miscellaneous:** MySQL, Latex, HTML, CSS

LANGUAGES

Persian: Native **English:** Professional working proficiency

LICENSES & CERTIFICATIONS

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