

Nima Etemad Golestani

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EDUCATION

B.Sc. in Computer Engineering

Sep 2018 - Feb 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 • Game-Based Learning • Reinforcement Learning • NPC Behavior 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

Oct 2023 - Feb 2024

Ferdows Institute of Higher Education [🏛️](#)

Mashhad, Iran

Game Development Course

- Teach several course topics
- Review and provide feedback on students' assignments

Teaching Assistant

Jan 2023 - Present

Game Dojo [🔗](#)

Mashhad, Iran

Game Development Course

- Collaborate with 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.

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 Game Developer and Designer <ul style="list-style-type: none">• 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 - Dec 2023  Google Drive
Sistan Legends Game Developer <ul style="list-style-type: none">• 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  Website Link
Catch First! Game Developer, Level Designer <ul style="list-style-type: none">• 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 <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 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 <ul style="list-style-type: none">• 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 <ul style="list-style-type: none">• 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 <ul style="list-style-type: none">• 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, Figma, Matlab	Miscellaneous: MySQL, Latex, HTML, CSS

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

Languages

Persian: Native	English: Duolingo English Test: 115  Certificate Link
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