

# Nima Etemad Golestani

 Github |  LinkedIn |  Website |  nima.golestani2016@gmail.com |  nima.golestani@mshdiau.ac.ir

## EDUCATION

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### 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)

## PUBLICATIONS

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

## RESEARCH INTERESTS

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- **Game Development**
- **Reinforcement Learning**
- **Imitation learning**
- **NPC behaviour learning**

## SELECTED COURSES

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- 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


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### 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

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### 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

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### Catch First!

Game Developer, Level Designer

- A 3D Up-Down Zero-player game
- A single Agent learned with Reinforcement learning using ML-Agent
- The neural network was 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
- 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

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**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

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**Persian:** Native

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

## LICENSES & CERTIFICATIONS

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### 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

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- **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](#)