

Nima Etemad Golestani

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Summary

Energetic and adaptive **Game Developer** with hands-on expertise in **Unity, C#, WebGL, H5**, and **Mobile** platforms. Proven track record building polished titles under White Designers / Liam Games. Demonstrated strength in pipeline integration, gameplay scripting, and delivering end-to-end projects. Known for effective time/scope management, strong cross-disciplinary collaboration, and a knack for aligning technical solutions with creative vision. As a **Computer Engineering** master's student with a focus on **Game AI and ML**, I've explored intelligent systems through projects. Fast learner, creative problem-solver, and always ready to tailor my impact to diverse technical and creative challenges.

Experience

Game Developer

White Designers / Liam Games

Mashhad, Iran

Aug 2021 – May 2024

- Developed gameplay systems and interactive features on polished Unity/WebGL titles, following clean code practices and object-oriented design principles.
- Integrated gameplay mechanics, and optimized performance, leading to smoother user experience. end-to-end pipeline systems and gameplay scripts, leveraging version control (Git), debugging tools, and applying design patterns to ensure modular, scalable code.
- Balanced project scope in workflows, managing time and deliverables effectively to meet milestones; consistently aligned technical solutions with creative vision in collaboration with designers and artists.

Projects

CatchFirst! *Personal Project*

[🐙 GitHub link](#)

- Implemented a zero-player simulation game in Unity, exploring AI-based decision-making logic.
- Developed Reinforcement Learning behavior scripts that handled dynamic object interactions.

Runcell *White Designers/Liam Games*

[🌐 website link](#)

- Collaborated in a cross-functional team to implement core gameplay mechanics (runner physics, obstacle generation, UI feedback, Environment Design) using C# and Unity.
- Optimized WebGL builds, reducing load times by 20% and improving frame-rate stability across desktop and mobile browsers.
- Wrote modular script components to streamline asset pipeline updates and speed iteration during development cycles.

Drift *White Designers/Liam Games*

[📺 video link](#)

- Developed core gameplay systems for a 2D top-down racing game in Cocos Creator using TypeScript, including drifting mechanics, checkpoint logic, and responsive vehicle controls.
- Implemented custom UI components and HUD elements (lap count, timers, feedback) using the engine's scripting system and animation tools.
- Collaborated on road design systems with designers and artists, translating visual layouts into modular, performant track logic for WebGL/H5 platforms.

Sistan Legends *White Designers/Liam Games*

[🌐 website link](#)

- Developed event triggers and enemy AI behaviours in Unity to bring game levels to life; coordinated logic with level layouts from designers.
- Implemented save/load systems, player analytics, and integrated Mirror to support multiplayer mechanics.
- Enhanced memory usage by optimizing object pooling, reducing crashes and frame drops during intense scenes.

1000 Soldiers *White Designers/Liam Games*

[🌐 website link](#)

- Spearheaded performance optimization across environment assets in Unity, elevating frame rate from 10 FPS to 60 FPS during high-action scenes with multiple units onscreen.
- Refactored object hierarchies and implemented efficient object pooling and batching to streamline scene rendering and reduce garbage collection overhead, significantly enhancing memory stability.
- Collaborated with level designers and artists to optimize environment object density and culling zones, balancing visual richness with runtime performance across IOS builds.

Gnar *White Designers/Liam Games*

 [Google Drive](#)

- Contributed to a WebGL-based open-world sports metaverse with dynamic 16-bit visuals, built exclusively for Nounz NFT holders.
- Designed and constructed sections of a large-scale urban map, ensuring both visual appeal and performance on browser platforms.
- Developed and maintained key game systems including core logic, mission framework, integrating Mirror for multi-player interactions, and player profile mechanics using Unity and C#.

Stone Age *Freelance Project*

 [Google Drive](#)

- Co-developed a 2D platformer built in Unity aimed at teaching English to 1st-year high school students in Iran through gameplay.
- Implemented core mechanics, UI navigation, level flow systems, and interactive learning elements to integrate curriculum content.

Love'em Up *White Designers/Liam Games*

 [website link](#)

- Created matching-puzzle mechanics, swipe input handling, and tile animations using Unity's UI toolkit.
- Implemented win/loss condition logic and responsive feedback (sounds, particles) to enhance game feel.

Flappy-Fly *Personal Project*

 [GitHub link](#)

- Developed a Python-based clone of Flappy Bird enhanced with AI agents trained via the NEAT (NeuroEvolution of Augmenting Topologies) algorithm.
- Implemented procedural gameplay logic and collision detection while integrating neuroevolution to teach agents flight control through trial-and-error learning.

Object-Replacer *Personal Project*

 [GitHub link](#)

- Built a custom Unity Editor tool for batch-replacing GameObjects using dynamic prefab instantiation, transform copying, and multi-mode selection (single, hierarchical, or list-based replacement).
- Designed features like object previews, Undo support, dynamic window resizing, and an interactive UI to improve user experience and productivity.

Skills

Programming Languages: C#, C++, Python, TypeScript

Software: Unity, Git (Version Control), Cocos Creator, PyGame

Soft Skills: Cross-functional Collaboration, Adaptability, Creative Problem-Solving

Education

Azad University

MS in Computer Engineering

Sep 2023 – Present

Azad University

BS in Computer Engineering

Sep 2018 – Jan 2023

Licenses & certifications

Advanced Learning Algorithms

Coursera

Jun 2023

 [Certificate](#)

Supervised Machine Learning: Regression and Classification

Coursera

Feb 2023

 [Certificate](#)

Intro to Game AI and Reinforcement Learning

Kaggle

Jun 2022

 [Certificate](#)