

Nima Etemad Golestani

[Github](#) | [LinkedIn](#) | [Website](#) | [✉ nima.e.golestani@gmail.com](mailto:nima.e.golestani@gmail.com) | [✉ nima.golestani@mshdiau.ac.ir](mailto:nima.golestani@mshdiau.ac.ir)

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."
- Taught participants 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 Feb 2023 - Dec 2023
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 [Website 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, Gym, Google Colab, Tensorflow, Numpy

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

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](#)

Languages

Persian: Native

English: Duolingo English Test: 115 [Certificate Link](#)