

# Nima Etemad Golestani

Website | [LinkedIn](#) | [GitHub](#)

Phone Number: **+98 903 375 0231**

**Game Developer**

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## SUMMARY

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I am a highly motivated **Game Developer** and **Unity Engine specialist** with a passion for creating engaging and entertaining games. With a background in Computer Engineering and experience working at WD Studios, I have a strong foundation in game development and a desire to continuously learn and grow in the field.

I have a Bachelor's degree in Computer Engineering from Islamic Azad University, Mashhad and am a proud member of the Computer Engineering Association (CSAIAUM). My hands-on experience as a Game Developer and Unity Engine specialist at White Designers Studio has allowed me to develop a diverse set of skills, including programming several parts of games such as **Game Core** and **UI, Design and Construct Game Levels** and **Create Animations** and **Special Visual Effects**.

## TECHNICAL SKILLS

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**Languages** : C#, C++, TypeScript, Python  
**Engines** : Unity, Cocos Creator, PyGame  
**Dev Tools** : Visual Studio Code, Visual Studio, Git, Gitlab

## EXPERIENCE

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### Junior Game Developer, Unity Engine Specialist

*White Designer Studios*

Dec 2021 – Present

*On Site*

- Working on several casual and hyper-casual game titles with a team of talented developers and artists
- Gaining experience and improving skills in programming, environmental design, and Unity engine development

## EDUCATION

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### Azad University, Mashhad Branch

*Bachelor of Computer Engineering*

Mashhad, Khorasan Razavi, Iran

Sep 2018 – Jan 2021

## PROJECTS

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### Sistan Legends

*C#, Unity*

[Project Website](#)

- A 3D Role play game
- Research and develop player and enemy AI
- Contributed to the player controller and player event handler
- Created multiple editor windows, including Animation Event JSON Generator

### Runcell

*C#, Unity*

[Project Website](#)

- A 3D endless Runner game based on WebGL in My Irancell app
- Designed all stages and levels of the game
- Worked on parts of the code such as core, shop, setting, Mission, and profile

### Gnar

*C#, Unity*

[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 and etc.

### Nailer Mailer

*C#, Unity*

[Google Play](#)

- A 3D FPS Hyper-Casual game for Android mobile
- Programmed the player and enemy movement system
- Designed level environments

## CERTIFICATIONS

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- [Duolingo English Test: 115](#)
- [Intro to Game AI and Reinforcement Learning by Kaggle](#)
- [C# Certificate by SoloLearn](#)
- [C++ Certificate by SoloLearn](#)
- [Python Core Certificate by SoloLearn](#)
- [Advanced Learning Algorithms by Coursera](#)
- [Supervised Machine Learning by Coursera](#)