Kouros LOTFI

CV

Game Programming Student

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Diplomas and Schools

AEC — Isart Digital Montreal Montreal

From September 2021 to June 2023

AEC - Video game Engine Programmer

French Baccalaureate — College Stanislas Montreal, Quebec

June 2021

Baccalaureate in Physics, Chemistry, Digital and Computer Science

"Brevet d'initiation a l'aéronautique" (BIA) — France

June 2017

Pilot diploma focused on Meteorology, Aerodynamics, Aircraft mechanics and Navigation-regulation-security

Experiences

Game Engine — C++/OpenGL 4.6 Isart Digital Montreal

From April 2023 to June 2023

Multithreaded game engine with an editor, physics, scripting in lua and more

Racing game — Unreal Engine 5.1 Isart Digital Montreal

From March 2023 to April 2023

Floating-cars racing game with AI's, LAN multiplayer, items and featuring a looping.

Rasterizer — C++ Isart Digital Montreal

February 2022

McDonalds employee — McDonalds Montreal's downtown

From July 2021 to October 2021

Position : Customer service and checkout
This position allowed me to develop my sense of teamwork and my stress management.

Air France Industries Internship — Air France Industries Orly and Charles de Gaulle Airports, France

2018

Two weeks long internship in turbojet engines maintenance

Interests

Aeronautics, Aerospace, Sciences, Guitar, Sports

Languages

French

First language

English

European level : C1

Persian

European level : B2

Spanish

European level : B2

Computer languages

C++

C

C#

Hardskills

Gameplay Programming

3D Rendering Programming

Computer Science

Softskills

Communication

Problem-Solving

Time management and organization

Patience

Adaptivity

Collaboration and teamwork