

Kouros LOTFI

CV

Game Programming Student

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

✉ kouros1f@gmail.com

🏠 Montreal, Quebec

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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