

Kouros LOTFI

Looking for an internship before a Master's degree

Gameplay/Engine Programming Student

Diplomas and Schools

Baccalaureate & AEC — [Isart Digital](#) Montreal & Paris

From September 2021 to June 2024

Baccalaureate degree in 3D software development & Game Development in Paris, as well as an **AEC** in the same field of studies obtained in Montreal

High School Diploma — [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

Work experience

Online / Gameplay Programmer Intern — [LOB'PSE](#) Paris, France

From January 2024 to August 2024

Converted a PC game, in development for two years, into a multiplayer experience along with other tasks

Gameplay Programming Intern — [Celosya Games](#) Montreal, Canada

From September 2022 to December 2022

Initiated the development of one of the mini-games part of a mobile game on Unity.

Intern — [Air France Industries](#) Orly and Charles de Gaulle Airports, France

2018

Observed the lifecycle of the turbojet maintenance process during two weeks

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Languages

French

First language

English

European level : C1

Persian

European level : B2

Spanish

European level : B2

Russian

European level : A1 (learning)

Computer languages

C++

C#

C

Projects

Online Programmer — [Unreal Engine 5.2](#) Isart Digital Paris

November 2023

Converted a single player FPS game into a multiplayer game with a dedicated server and server-side validations to prevent cheating

Online Programmer — [Winsock/Unity](#) Isart Digital Paris

October 2023

Converted a single player chess game template into a multiplayer game using sockets

Engine Programmer — [C++/OpenGL 4.6](#) Isart Digital Montreal

From April 2023 to June 2023

Developed a multithreaded game engine with an editor, physics, scripting in lua and more

Core Gameplay Programmer — [Unreal Engine 5.1](#) Isart Digital Montreal

From March 2023 to April 2023

Developed a hovering-cars racing game with AIs, LAN multiplayer, items and featuring a looping.

Graphic Programmer — [C++](#) Isart Digital Montreal

February 2022

Worked in a team of three to make a Rasterizer using no libraries but GLFW for windowing

Interests

Aeronautics, Aerospace, Sciences, Guitar, Sports

Hardskills

Online Programming

Engine Programming

Animation Programming

Gameplay Programming

Computer Science

Softskills

Collaboration and teamwork

Communication

Problem-Solving

Time management and organization

Patience

Adaptivity