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Lyon, France



<u>Najib EL KHADIR</u>



<u>NajibXY</u>



<u>najibxy.github.io</u>

LANGUAGES

French English

Arabic



SKILLS

- C++ | C# | Python | Java
- Unreal Engine | UnityGodot | Raylib
- OOP
- Deep Learning
- Multi Agent Systems
- Distributed Systems

HOBBIES

Student Associations

- Training Manager
 2017-2018 @ FEDIUT
- Event & Team Manager
 2016 @ BDE INFO Lyon

Cinema

- Wes Anderson
- Bong Joon-ho

Video games & e-Sports

- Game Design, OST
- Counter Strike, Street
 Fighter, Indie games

NAJIB EL KHADIR

GAMEPLAY & AI PROGRAMMER

An experienced professional passionate about software development, artificial intelligence, and video games, as well as their ethical and philosophical aspects. I aim to enhance my skills and align my career with my true calling: video games programming.

EDUCATION

Master's Degree in Video games Engineering 2024 - 2025
GAMAGORA - Lumière Lyon 2 University

Master's Degree in Computer Sciences & Al

Lyon 1 University

2020 - 2021

EXPERIENCE

Software Engineer

Sopra Steria Lyon - Java | REST | Oracle | Spring | Jenkins

- Handled detailed and internal specifications, development, unit and integration testings
- Delivered bug fixes and ensured lifecycle maintenance of the software
- Contributed to software evolution through API integration

Research Intern LIRIS CNRS Team SyCoSMA - PyTorch | Numpy | Matplot

- Contributed to the Ethics.AI research project (ARA region) through the enhancing of a Smart Grids simulator
- Completed a master thesis on comparing and implementing DRL algorithms in a multi-agent system

Assistant IT Manager genOway Lyon - PowerShell | UML | Sharepoint

 Designed and developed the company's intranet architecture, drafted specifications, managed IT assets and crisis protocols

PROJECTS

<u>Audio-Reactive Boids-Based VJing tool</u> using **Godot**<u>Self-driving reinforcement learning agent</u> in **Unity**<u>USD vs The World - Shmup Game</u> made using **Unity**

More about my projects on my GitHub or my porfolio



2017