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Lyon, France



[Najib EL KHADIR](#)



[NajibXY](#)



[najibxy.github.io](#)

LANGUAGES

French
English
Arabic

SKILLS

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

HOBBIES

Student Associations

- Training Manager
2017-2018 @ FEDIUT
- Event 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

VIDEO GAME DEVELOPER

A versatile professional passionate about software development, artificial intelligence, and video games, as well as their multidisciplinary aspects. I aim to enhance my skills and align my career with my true calling: video game development.

EDUCATION

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

● **Master's Degree in Computer Sciences & AI** 2020 - 2021
Lyon 1 University

EXPERIENCE

● **Software Engineer** 2022 - 2024
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** 2021
LIRIS CNRS Team SyCoSMA - **PyTorch | Numpy | Matplotlib**

- 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** 2017
genOway Lyon - **PowerShell | UML | Sharepoint**

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

PROJECTS

[Audio-Reactive Boids-Based VJing tool](#) using **Godot**
[Self-driving reinforcement learning agent](#) in **Unity**
[USD vs The World - Shmup Game](#) made using **Unity**

**More details about my projects
on my GitHub or my portfolio**

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