Noah Benzekri

+1 514-607-7997
Noahbenzekri@gmail.com
Relocating to TLV
GitHub: github.com/NoahBenzekri
LinkedIn: www.linkedin.com/in/noahbenzekri

SUMMARY OF QUALIFICATIONS

I am a graduating student in Computer Science - Video Game Engineering at LaSalle College, seeking to obtain an internship position where I can apply my skills and knowledge learnt throughout my studies. I possess a strong foundation in object-oriented programing in languages such as C#, Java and C++, along with hands-on experience developing video game with Unity, Unreal Engine and Blender. I aim to contribute to innovative projects while continuing to learn and expanding my skills.

EDUCATION

DEC – Computer Science Video Game Engineering 2022 – Present

Core Courses: Object-Oriented-Programing (C#, Java), Game Engine I, II, III LaSalle College, Montreal, QC

High School Diploma 2017– 2022

St. Thomas High School Montreal, Canada

Certifications:

Mastering Digital Marketing with AI Tools – John Bryce Training Center, Israel (2025)

PROFESSIONAL EXPERIENCE

Server

Restaurent Aya Cuisine Libanaise June 2024-Present

Montreal, Canada

- Created and curated wine and signature cocktail menu.
- Managed wine inventory and stock control.
- Trained new bartender and server staff on standard service and customer engagement

Bartender/Barback September 2023– September 2024

Mckibbins Irish Pub Montreal, Canada

- Prepared and served a wide range of cocktails and spirits in a high-volume environment.
- Maintained cleanliness, stock levels, and organization of the bar.
- Handled POS transactions, balanced cash and ensured accurate billing throughout the shift.

ACADEMIC PROJECTS

Pinball (Academic Project)

Unreal Engine 5 2025-Present

- Developed a physics-based pinball game using Unreal Engine 5 and Blueprints
- Designed a Super Buy bonus system that transitions gameplay into a Plinko-style mode with automated ball drops, multiplier bins, and camera angle changes.
- Implemented balance validation, reward calculation math, UI state updates, and game-state switching.
- Applied vector math, impulse forces, timers, and conditional logic to control physics behavior and scoring.
- Playable build available on GitHub.

SKILLS

Languages: Fluent: French Native: English

Skills: C#, Java, C++, Unity, Unreal Engine, Oracle Database (SQL), HTML, JavaScript, GitHub, Blender, Object-Oriented Programming, Problem Solving, Time Management, Decision Making, Prioritization