Noah Benzekri

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Relocating to TLV

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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

Cyber Fighters (Academic Project)

Unity 5   Fall(2025)

- Developed a third-person shooter prototype in Unity using C# with custom player movement and camera control systems.
- Implemented combat mechanics including weapon pickup, shooting logic, projectile handling, and hit detection.
- Designed AI enemy behavior using NavMesh navigation and state-based logic (patrol, chase, attack).
- Built modular weapon management and inventory handling systems following object-oriented design principles.
- Integrated UI elements for health, ammo tracking, and combat feedback.

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