

# Ilias BETTAHI Etudiant ingénieur



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Je suis un étudiant en ingénierie qui essaie de mettre en pratique mes connaissances et mes compétences. Je suis intéressé par les technologies de l'information, notamment le domaine de l'Intelligence Artificielle. Travailleur persévérant, j'essaie de donner le meilleur de moi-même dans tout ce que j'entreprends.

## **Profil**

Soft skills

Gestion du stress Esprit d'entreprendre Organisation Patience

#### Hobbies

Salle de Sport Running Échecs

#### Centres d'intérêts

Événementiel
Digital
Communication
Programmation

## **Formation**

#### **Etudes**

2007 - 2020

#### Groupe scolaire

- "Aux Lazaristes"
- · Primaire, collège et lycée

2020

 Baccalauréat Sciences de l'Ingénieur mention assez bien

2020 - 2025

#### École d'ingénieurs "ECE"

• 1ère et 2ème années de classe préparatoire

2022 - 2023

## University of Malta

Échange à l'étranger

## Compétences

#### Langues

- · Anglais niveau B2
- Espagnol niveau A2

#### Programmation

- C (Projets Scrabble et Saboteur
- C++ (Projets Cluedo et Simulateur aérien)
- HTML, CSS, Javascript (Projet de robotique)











#### Hotellerie

- · Accueil et fidélisation
- Dynamisme et polyvalence
- · Aisance à l'oral

#### Autres

- Suite Adobe (Montage vidéo et photo, création de logos, animations simples)
- Outils d'organisation et de gestion de projets: Trello, Notion, Excel)

## Expériences

2016

#### Stage de découverte en événementiel

· Observation à "La Sucrière"

2018

#### Serveur au restaurant "Le Buddy Bird"

- · Service à table et derrière le bar
- · Gestion de la caisse
- · Organisations de buffets

2021

#### Secrétaire au BDE "FireFlashers"

· Négociation de contrats

2021

#### Président du BDE "FireFlashers"

 Organisation et gestion de différents pôles (soirées, événements, logistique, communication, digital, sponsors)

2022

#### Président du BDE "Purple"

• Organisation d'une soirée de 400 entrées avec 2 artistes

2022

## "Lyon Street Food Festival"

- Serveur au "bar central" (boissons, alcools)
- · Accueil et scan des places
- · Agent d'entretien

2022

#### Festival "Musilac"

• Serveur au "bar montagne" (boissons, bières)

2022

#### Club vacances Belambra, Hôtel du Golf

Animateur Juniors (11-13 ans)
 Animateur Ados (14-17 ans)
 Animation Générale

2022

#### Le Petit Négo, Grand Café des Négociants

· Serveur polyvalent

LEADERSHIP



AMBITION

CURIOSITÉ

## Ilias BETTAHI Engineering Student

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## **Summary**

Highly motivated engineering student with a strong interest in information technology, especially the field of artificial intelligence. Skilled in programming and design, with experience in C, C++, HTML and CSS. Seeking an internship in the engineering field where I can gain hands-on experience and further develop my skills in a professional setting.

## **Projects**

2020 - 2021



#### C Projects

- Implemented a fully functional Scrabble game in C, utilizing string manipulation and data structures to accurately keep track of player moves and scores. Developed a user-friendly console interface for players to easily input and view their moves. Project showcased proficiency in C programming and problem-solving abilities.
- Created a Saboteur game in C with the Allegro graphical interface library. Designed and implemented game components, including player characters and in-game objects. Developed a visually appealing and interactive interface for players to easily interact with the game. Project demonstrated proficiency in C programming, as well as knowledge of graphical libraries and user experience design.

2021 - 2022



#### C++ Projects

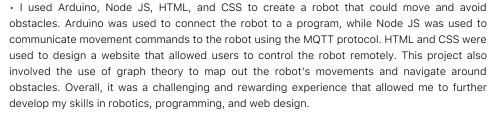
- Implemented a Cluedo game in C++ utilizing object-oriented programming principles and the SFML graphical interface library. Developed classes for game entities, and implemented inheritance and polymorphism to add complexity and flexibility to the game. Created a visually engaging and user-friendly interface for players to interact with the game. Project exhibited proficiency in C++ programming and object-oriented design, as well as knowledge of graphical libraries and game development.
- Developed an air traffic control simulator in C++ using the SFML graphical interface library and implementing graph theory algorithms. Created classes to simulate aircraft and air traffic, and utilized graph data structures to efficiently track and manage flight paths. Developed a visually appealing and interactive interface for user to control the simulation. Project demonstrated proficiency in C++ programming, as well as knowledge of graphical libraries, algorithm design, and graph theory.

2020 - 2021



#### Robotics project







### **Education**

2007 - 2020

"Aux Lazaristes"

· Primary, Middle, and High School

2020 - 2025

École d'ingénieurs "ECE"

 1st and 2nd years of preparatory class

2022 - 2023

University of Malta

 International exchange (6 months)

## **Profile**

#### Soft skills

Stress management Enterprising spirit Organization Patience

#### **Hobbies**

Salle de Sport Running Échecs

#### Interests

Event management Digital Communication Programming

#### Languages

French (native language)
English (intermediate)
Arab (native understanding)