



# Ilias BETTAHI

## Etudiant ingénieur



Ilias Bettahi



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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

#### Hotellerie

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

#### Programmation

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

#### 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 Néo, Grand Café des Négociants
  - Serveur polyvalent

LEADERSHIP

RELATIONNEL

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

- I used Arduino, Node JS, HTML, and CSS to create a robot that could move and avoid obstacles. Arduino was used to connect the robot to a program, while Node JS was used to communicate movement commands to the robot using the MQTT protocol. HTML and CSS were used to design a website that allowed users to control the robot remotely. This project also involved the use of graph theory to map out the robot's movements and navigate around obstacles. Overall, it was a challenging and rewarding experience that allowed me to further develop my skills in robotics, programming, and web design.

## 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

### Interests

Event management  
Digital  
Communication  
Programming

### Hobbies

Salle de Sport  
Running  
Échecs

### Languages

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