

Karim Ramy Boshra Botros

Game/Software Developer

Saint-Eustache, J7R 4R7

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Email:

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Project portfolio:

karimboshra.github.io

PROFILE

Passionate game and software developer. Pays attention to detail. Often in team leadership roles. Good tutor who elevates team members' potential. Quick to adapt and learn new tools, frameworks, and languages as needed.

EXPERIENCE

Signify, Boisbriand — R&D Lab Automation Specialist

Jun 2023 - PRESENT

Lab equipment & process automation using Python

Test data collection with SQL

Visual Basic macros for Excel

Mag-pro, Laval — Generalist Programmer

February 2021 - Apr 2023

Inventory management software

Web scraping and analysis

Coderhire/ScriptFodder/Gmodstore, Online — Freelance Game Development/Modding

July 2020 - Nov 2022

Setting up user-hosted game servers

Creating custom scripts and gamemodes

EDUCATION

Concordia University, Montréal — Bachelor of Computer Science

Sep 2020 - Apr 2023

SKILLS

Python/Lua

C/C++

Java

Unity

C#

SQL

Visual Basic

Documentation, UML

University Courses

7 Java Development courses

Advanced C++ Development

Intro to Game Development

Computer Graphics (OpenGL)

Compiler Design (C++)

Intro to Artificial Intelligence
(Python)

Software Engineering
Principles (Design Patterns)

LANGUAGES

English

French

PROJECTS

Test records database — *Python/SQL*

Main application and database encompassing the R&D laboratory's operations at Signify.

Laboratory Testing Equipment Automation — *Python/SQL*

Application used by the R&D lab at Signify to automate lab equipment operation and test data collection and management.

Exodus — *Unity Engine/C#*

A 2.5D fast-paced dungeon crawler made in Unity with C#. Encompasses all the programming elements that make up a full game.

Billiards — *Java*

A physics-based simulation of billiards made using Java. Built on a custom physics engine with the purpose of demonstrating concepts relating to Physics.

Solar System — *OpenGL/C++*

An OpenGL real time rendering project made from scratch that renders a 3D solar system with orbiting planets and allows camera movement along the planets.

Game Modding — *Lua*

Modding games developed on Valve's Source engine, such as Garry's Mod, Counter-Strike, Team-Fortress 2 as a freelancer for clients. Creating custom scripts for user-hosted game servers.