

KARIM BOTROS

GAME/SOFTWARE DEVELOPER

DETAILS

ADDRESS

Saint-Eustache
Canada

EMAIL

karimboshra@yahoo.com

LINKS

[Project Portfolio Website](#)

[LinkedIn](#)

SKILLS

Java

Unity

C#

C/C++

Lua

Python

Documentation, UML

SQL

LANGUAGES

English

French

PROFILE

Passionate game 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.

EDUCATION

Bachelor in Computer Science, Concordia University

Montréal

Sep 2020 — Apr 2023

PERSONAL PROJECTS (CHECK WEBSITE IN LINKS)

Exodus (Unity)

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)

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.

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)