

# Dimitri Mansour

[in LinkedIn](#) | [514-949-7779](tel:514-949-7779) | [dm-portfolio.info](http://dm-portfolio.info) | [✉ dimi.mansour03@gmail.com](mailto:dimi.mansour03@gmail.com) | [GitHub](#)

## Skills

---

- C# | Dart | Java | JavaScript | TypeScript | C++ | C | Python | FastAPI | Node | Express | React | Svelte | Flutter | MongoDB | SQLite | Git
- Docker | Github Actions | CI/CD | TeamCity | Jira | Pi5 | Unit Testing | OOP | Godot | Unreal Engine | Unity | Game Development
- Agile Methodology | Frontend | Backend | Full-Stack | English, French, Arabic – *All professional proficiency or above*

## Experience

---

### Tools Developer Intern

Krafton

Montreal, QC, Canada

08/2024 - 12/2024

- Designed and Implemented several APIs using **Python** with **FastAPI** and **C#** with **.NET** to improve the storing of gamebuilds and the management of tools.
- Executed numerous **stress test scripts** with **Python** using **Matplotlib** to calculate and display the efficiency of important APIs used by the company
- Integrated **several pipelines** that test and execute some the APIs in **github** and **teamcity**
- Contributed tools and **Python** scripts to ease the use of **perforce** for the art department
- Migrated most of the tools unto more efficient **linux servers** and adapted it to **Docker** for a stable environment

### Start-up Software Developer

Crimps

Montreal, QC, Canada

01/2024 - 01/2025

- Created a **plan** to launch a app idea with a Friend for our start-up company
- Developed an **mobile app** focused on tracing you bouldering sessions using **Dart** and **Flutter** with **Self Hosted Backend**
- Applied and got accepted for **mobile publishing on ios and android stores**
- Constructed a website to promote the app using **Nextjs**
- Implemented pipelines with **github actions** to generate artifacts for easier developpement

## Education

---

### Bachelor of Engineering

Polytechnique Montreal

Montreal, QC, Canada

09/2022 - Current

- Major in Software Engineering

### Diploma of College Studies

Collège Bois-de-Boulogne

Montreal, QC, Canada

08/2020 - 06/2022

- Computer Science Degree

## Projects

---

- **Raspberry Pi 5 Self Hosting** : Self hosted a majority of my projects and my start-up company using Docker and Portainer on local raspberry Pi (**10/2024 - current**)
- **BloodShake** : 3D race against time game made with unity and C# in 48 hours (**01/2022**)
- **Tower of Mamel** : 2D platformer game with boss battles made with Godot and GDscripts (**10/2023 - 12/2023**)
- **DodgeRP** : 2D dodging game made with unity and C# (**12/2021**)
- **DimiLIB** : Utility based web-app containing many features such as AI tools made with Streamlit and Python (**01/2023 - 12/2023**)
- **Syncln** : Extensive music encyclopedia that combines multiple API's made using Django, Python and MongoDB (**01/2022 - 06/2022**)
- **Dimi-cli** : Packaged cli containing Powershell commands made easy and utility based commands made with Python (**10/2024**)
- **FileShare** : Google Drive inspired web app that lets you save files on personal cloud made with Svelte and FastAPI (**05/2024**)
- **Area Scanning Robot** : Made a robot that can scan and draw a parameter of objects made with C and Python (**01/2023 - 05/2023**)
- **PolyHoot** : Inspired kahoot game that can run on web, desktop and mobile thats supports CI/CD made with Gitlab Pipelines, Angular, Flutter, Express and Electron (**01/2024 - 05/2025**)
- **Discord Bots** : Made numerous discord bots using python to entertain large servers and provide utility made with Python (**01/2024 - current**)

## Implications

---

- **VP Hackathon PolyHacks Committee** : Hackathon organizer for Polytechnique Montreal (**09/2023 - current**)
- **VP Software Engineering Student Committee** : Elected by students as a representative of software engineering students at Polytechnique Montreal (**09/2024 - 05/2025**)

## Others

---

- **Bois-de-Boulogne GameJam** : Won 2nd Place in the yearly game jam competition organized by Collège Bois-de-Boulogne (**01/2022**)