Karim Aktouf

Artist and Engineer

Software Engineer · 3D Generalist · Content Creator · Consultant & Educator

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JULY 2026

CORE SKILLS

- Engineering
- Perspective Drawing
- System Admin.
- Creativity
- Blender
- Django
- C++
- Java
- Unix/Linux
- Fine Arts
- Cartoonist
- Python
- Watercolour & Ink
- Unreal Engine
- Sci Comm
- DaVinci Resolve
- Motion Design
- Sims & VFX
- DataViz
- Three.js
- Cascadeur

LANGUAGES

- French (fluent)
- English (fluent)

EDUCATION

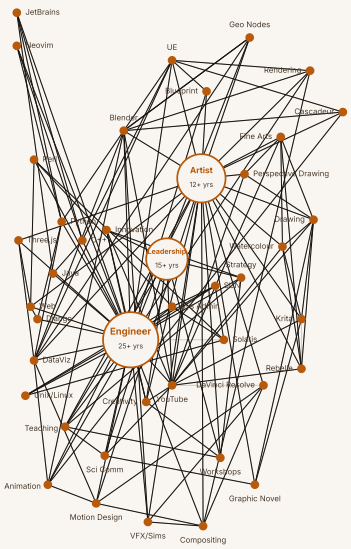
1994
Eng. Software Engineering,
Expert Systems & 3D
École polytechnique de Montréal

2019
Fine Arts - Académie des Beaux-Arts de Montréal

AWARDS

2023 Prix Excellence en Enseignement, UdeM
2016 Thought Leadership - Ericsson

KNOWLEDGE GRAPH



Award-winning artist and engineer with more than 25 years in software engineering and 12+ years bridging 3D, art, and technology. 3D Animator (UQO forensic immersion lab), professor (Rubika, UdeM), published comic artist, AI/CV consultant (Airy3D), and YouTube content creator. Presentation coach, creativity workshop leader, and panelist. Solid expertise in Blender, Unreal Engine, Python, C++, and fine arts.

3D & ART	ENGINEERING	COURSES	PUBLICATIONS
12	25	14	4
years creating	years in tech	unique courses	publications

EXPERIENCE

3D Animator - Forensic Immersion Lab
2025–Present
UQO & Institut Pinel
- 3D animation & visualization for forensic immersion research
- Real-time immersive environment development

Drawing Instructor & Research Professional
2020–Present
Université de Montréal — École de Design & Labo IV (Faculty of Medicine)
- Industrial Design Drawing I and II (École de Design, Faculté d'aménagement)
- Creative at Labo IV — speech therapy & audiology research (Django, Python)

Blender 3D Workshops Teacher
2025–Present
Société des arts technologiques [SAT]
- Blender 3D workshops for artists and technologists

3D Techart & 2D Animation Professor, Innovation Coordinator
2022–Present
Rubika Montréal (2D/3D Animation School)
- 12+ courses: Drawing, Perspective, Blender (Geo Nodes, Sims, Python)
- UE (Intro, Level Seq., Anim.), C++, Web, Creativity & Design Thinking
- Techart Innovation Project Coordinator since 2025
- Multimedia content creation based on cinema storytelling, photo direction and composition

Consultant - Computer Vision & AI
2024–2025
Airy3D - Computer Vision AI Company
- Technical & creative consulting bridging engineering and 3D

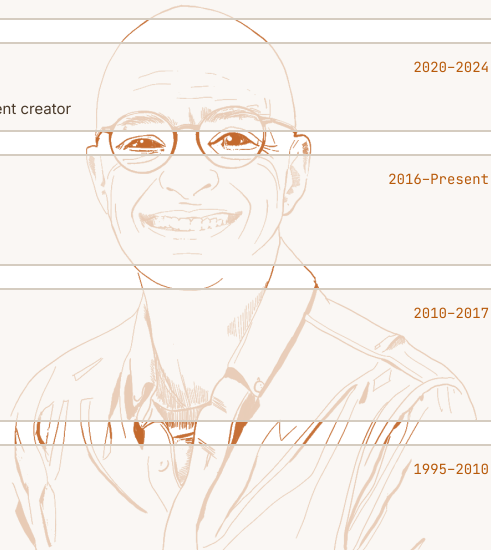
Published Comic Artist - "Sang d'encre"
2023–2026
Institut de Cardiologie de Montréal / Les Publications de l'UdeM
- Documented, accurate depiction of open-heart surgery (op & post-op)
- Research on nurse decision-making during complications
- Presented at ACFAS, Festival BD Québec, Festival BD Montréal, ComSciCon
- Adopted as study material in Sciences Infirmières programs (500+ students)

Content Creator & Visual Artist
2019–Present
Independent
- YouTube: drawing lessons, 3D tutorials
- Motion design consulting, scientific communication, fine arts

Coach & Content Creator
2020–2024
La Factry - School of Creativity
- Creative leadership coaching, Canada Créatif Coach, Design Thinking coach, Content creator

Speaker, Workshop Leader & Panelist
2016–Present
Organizations, PhDs, Researchers, Executives, Summits & Conferences
- Creativity workshops for PhDs, executives, organizations, teachers
- Speaker and panelist on 3D, creative tech, scientific communication

Innovation and Strategy Leader
2010–2017
Ericsson
- Presentation Coach for leadership teams and executives
- Strategy Leadership Framework, Space Renaissance project leader
- Enterprise architecture, innovation coaching



Software Engineer & Solution Architect
1995–2010
Ericsson
- Montreal Hub Solution Architect
- 16 years: Telco fullstack developer, C++, Java, Linux/UNIX, SAN Expert & Trainer