Karim Aktouf

Artist and engineer. Creativity and synthesis, scientific rigour.

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

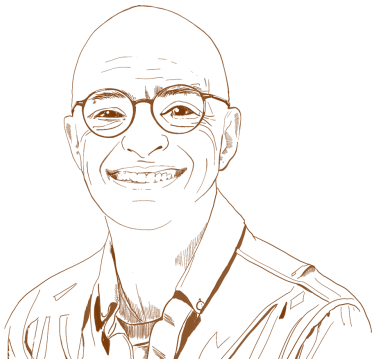
karim.aktouf@gmail.com · karimaktouf.ca · linkedin.com/in/karimaktouf · youtube.com/@KarimAktouf

Award-winning artist and engineer with more than 25 years in software engineering and 12 years at the crossroads of 3D, art and technology. 3D animator at UQO's forensic immersion laboratory, professor at Rubika and at Université de Montréal, published comic artist, computer vision consultant and YouTube content creator. Presentation coach, creativity workshop leader and panelist. Expertise in Blender, Unreal Engine, Python, C++ and fine arts.

25 **Engineer**
years in software engineering

15 **Leadership**
years, 14 courses created

12 **Artist**
years, 4 publications



SKILLS

Engineering
C++ · Django · Java · System admin · Python · Unix/Linux · DataViz

3D and real time
Blender (Geometry Nodes, simulations) · Unreal Engine · DaVinci Resolve · Motion design

Drawing and image
Perspective drawing · Creativity · Fine arts · Comics · Watercolour and ink · Science communication

EDUCATION AND LANGUAGES

1994 Eng., software engineering, expert systems and 3D, École polytechnique de Montréal

2019 Fine arts, Académie des Beaux-Arts de Montréal

French and English, fluent

AWARDS

2023 Teaching Excellence Award, Université de Montréal

2016 Thought Leadership, Ericsson

since 2016 — **Art, 3D and teaching**

since 2025 — **3D Animator, forensic immersion laboratory**
UQO and Institut national de psychiatrie légale Philippe-Pinel
- 3D animation and visualization for forensic immersion research
- Real-time immersive environment development

since 2020 — **Drawing Instructor, Research Professional and Consultant**
Université de Montréal, École de design and Labo IV (Faculty of Medicine)
- Industrial Design Drawing I and II, École de design, Faculté de l'aménagement
- Creative at Labo IV, speech therapy and audiology research (Django, Python)

since 2022 — **3D Techart and 2D Animation Professor**
Rubika Montréal, 2D and 3D animation school
- 12 courses: drawing, perspective, Blender (Geometry Nodes, simulations, Python), Unreal Engine, C++, web, creativity and design thinking
- Multimedia content creation grounded in cinema storytelling, photo direction and composition

since 2025 — **Blender 3D Workshops Teacher** · *Société des arts technologiques (SAT)*

2023–2026 — **Published Comic Artist, "Sang d'encre"**
Institut de Cardiologie de Montréal and Les Publications de l'UdeM
- Documented, accurate account of open-heart surgery, from the operation to post-op care
- Presented at ACFAS and ComSciCon-Qc; featured in a Radio-Canada radio segment
- Adopted as study material in nursing programs (500+ students)

since 2019 — **Content Creator and Visual Artist**
Independent
- YouTube: drawing lessons and 3D tutorials; consulting in motion design, science communication and fine arts

2024–2026 — **Consultant, Computer Vision and AI** · *Airy3D*

2020–2024 — **Creative Leadership and Design Thinking Coach** · *La Factry, school of creativity*

since 2016 — **Speaker, Workshop Leader and Panelist**
Organizations, PhD candidates, researchers, executives, summits and conferences
- Creativity workshops and talks on 3D, creative tech and science communication

1995–2017 — **Engineering and strategy, Ericsson**

2010–2017 — **Innovation and Strategy Leader**
Ericsson
- Presentation coach for leadership teams and executives; innovation coaching
- Strategy Leadership Framework, Space Renaissance project lead, enterprise architecture

1995–2010 — **Software Engineer and Solution Architect**
Ericsson
- Montreal hub solution architect
- 16 years of full-stack telecom development: C++, Java, Linux and UNIX; SAN expert and trainer