

ADAM DABRE

Computer Science Student / Games Technology Student / Software Developer

Perth, WA, Australia

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EDUCATION

Murdoch University

Australia

Bachelor of Information Technology in Information Technology

Jan 2022 – Nov 2025

- **Courses:** Algorithms & Data Structures, Artificial Intelligence, Game Engine Architecture, Simulations
- **Double Major:** Computer Science and Games Technology

WORK EXPERIENCE

Woolworths

Australia

Front End Team Member

Jun 2018 – Dec 2020

- Delivered exceptional customer service by assisting customers with inquiries, transactions, and resolving issues promptly to maintain high satisfaction levels.
- Managed point-of-sale operations including cash handling, payment processing, and maintaining store presentation standards.
- Developed strong communication, problem-solving, and time management skills while adapting to a fast-paced retail environment.
- Contributed to team efficiency through effective collaboration and adherence to company policies and service standards.

SKILLS, LANGUAGES, INTERESTS

- **Languages:** English (Native speaker)
- **Programming Languages:** C++, C#, C, Python, JavaScript, Java, Lua
- **Development:** HTML/CSS, React, Oracle SQL, Git, OpenGL, Unity Engine
- **Core Competencies:** Software Architecture, Data Structures & Algorithms, AI & Data Science, Problem Solving, Team Collaboration, Azure Cloud
- **Interests:** Game Development, Artificial Intelligence, Software Engineering, Data Science

LEADERSHIP AND ACTIVITIES

Murdoch IT Society

Murdoch University, Australia

Executive Committee Member

Jul 2022 – Nov 2022

- Managed communications and supported 600+ club members, ensuring students stayed informed about events, networking opportunities, and resources.
- Mentored first-year students by providing guidance on coursework, university resources, and career pathways.
- Participated in strategic planning meetings to improve club engagement and develop initiatives supporting academic and professional growth.

PROJECTS

Unnamed Game Engine

Murdoch University

Jan 2024 – Dec 2024

- A custom game engine using C++ and OpenGL.
- Designed physics collision detection and resolution based on real world newtonian physics.
- Created emotion-based AI using the Belief-Desire-Intention (BDI) model.
- Integrated "A Star" pathfinding for agent navigation.
- Strengthened expertise in AI, software engineering, and problem-solving.

Racing Simulation

Murdoch University

Jan 2024 – Jun 2024

- A racing game created from custom game engine.
- Focused on physics integration.
- Developed user interface to allow for accurate data presentation.
- Applied software engineering principles to solve technical challenges.

LICENSES AND CERTIFICATIONS

Microsoft Azure AI Fundamentals

Issued by Microsoft

Jan 2024