Adam Dabre BIT Computer Science; BIT GTech

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Career Summary

Passionate IT student specializing in software development, AI, and data science, eager to apply my technical expertise to real-world challenges. With a Bachelor's in Computer Science and Games Technology from Murdoch University (2022–2024), I have developed strong problem-solving, innovation, and leadership skills. My experience includes working on AI-driven projects, collaborating with diverse teams, and delivering technical solutions in C++, Python, and JavaScript.

Qualifications

Murdoch University	*Bachelor of Information Technology; Double Major: Computer Science and Games Technology*	2025
Microsoft	*Azure AI Fundamentals*	2024

Skills

Programming Languages	*C++, C#, Python, JavaScript, Java, Lua and C*
Web Development	*HTML & CSS, React*
Databases	*Oracle SQL*
Version Control	*Git*
Game Development	*OpenGL Graphics Programming, Unity Game Engine*
Software Development	*Software Architecture & System Design*
Comp Science Concepts	*Data Structures & Algorithms, Artificial Intelligence & Data Science*
Productivity Tools	*Microsoft Office*
Soft Skills	*Problem Solving & Analytical Thinking, Strong Communication & Collaboration, Innovation & Leadership*
Cloud Computing	*Microsoft Azure AI Fundamentals (2024)*

Professional Experience

Jul 2022 – Nov 2022	**Murdoch University – *Executive Committee Member – Murdoch IT Society***
	In my role as a Committee Member of the Murdoch IT Society, I contributed to the management of a 600+ member club, ensuring a supportive and engaging environment for IT students. I played a key role in assisting first-year students in navigating their degrees, providing guidance on coursework, university resources, and career pathways. Through collaboration with fellow committee members and students, I helped enhance the student experience, improve club engagement, and drive initiatives that supported both academic and professional development. I was responsible for club communications, ensuring members stayed informed about events, networking opportunities, and industry trends. I actively participated in fortnightly meetings, where I contributed to discussions on club improvements, proposed new initiatives, and helped shape engagement strategies. Overall, this role required strategic planning, problem-solving, and collaboration, as I worked with a diverse group of students to improve engagement and provide meaningful support. Managing communications and mentoring students strengthened my leadership and interpersonal skills, while involvement in planning and decision-making enhanced my ability to analyze challenges and develop effective solutions.
Jun 2018 – Dec 2020	**Woolworths – *Front End Team Mememer***
	Delivered exceptional customer service, ensuring a seamless and positive shopping experience by assisting customers with inquiries, transactions, and product recommendations. Effectively

identified and addressed customer needs, resolving issues promptly to maintain high satisfaction levels.

Managed point-of-sale operations, including handling cash, processing payments, and ensuring accurate transactions. Maintained store presentation and stock organization while adhering to company policies and service standards.
Worked both independently and collaboratively, adapting to a fast-paced retail environment to meet operational demands. Developed strong communication, problem-solving, and time management skills, contributing to team efficiency and overall store performance.

Professional Experience – Voluntary Contributions and Projects

My volunteer and project experience has been instrumental in developing strong communication, organisational, and relationship-building skills. Working with dynamic student groups and coordinating project meetings and presentations allowed me to foster inclusivity and navigate diverse needs effectively. This experience has enhanced my ability to build rapport, adapt to different environments, and deliver meaningful outcomes—qualities that have significantly strengthened my professional capabilities.

2024	**Unnamed Game Engine**
	• Developed a custom game engine using C++ and OpenGL, integrating AI-driven mechanics and real-time rendering. • Designed scalable software architecture for performance optimization and efficient data processing. • Built interactive systems to enhance user experience and adaptability in dynamic environments. • Strengthened expertise in AI, software engineering, and problem-solving. Video of Project
2024	**Data-Driven Racing Simulation (Real-World Data Science & Problem Solving)**
	• Collaborated in a team to design a data-driven racing simulation using C++ and OpenGL. • Focused on physics-based performance optimization and player tracking analytics. • Integrated AI-assisted gameplay mechanics to enhance user experience and responsiveness. • Applied data science and software engineering principles to solve real-world technical challenges. Video of Project

Referees

Available upon request.