



Abraham David

IT developer

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📍 Brussels, Belgium

Education

Master's degree in video game and serious game development

Sep 2020 - Oct 2022

Ludus Academie

Bachelor in Video Game and Serious Game Development

Sep 2018 - Oct 2020

Ludus Academie

HardSkills

IT Language

C C++ Java C#
Python Html Css
JavaScript Sql Php

IT Software

Visual Studio Unity
Android Studio
SRPG Studio Game Maker

SoftSkills

TeamWorking
Team Management
Problem Solving Flexibility
Communication

Languages

English : Master degree
French : Maternal Language

Profile

As a young developer, I am looking to improve my knowledge in development. In a future perspective, I would like to develop video games.

Work Experience

vice president(seasonal business)

2017 - still in business

Zelda Gamming

- I developed my sense of responsibility by taking care of the preparation and maintenance of equipment. I also had to lead and manage the team.
- I have increased my efficiency in working in a team.
- I have improved my ability to communicate with the customer through the different visitors of our stand.

IT teacher

jan 2017 - dec 2017

Asbl Roue de secours

- I have increase my pedagogy by teacher python3 to children from 8-12 year old
- I needed to be focus to see the difficulties of each of my student and to help them to pass them.

Project

Kpm Tarification Page

Nov 2022

Kpm Logistics Bruxelles

- I improved my skills in Html, Css, JavaScript with this real life application.
- I also improved my teamwork through the multiple communication with the company's computer scientist.
- I also had to communicate with the management about the site to defend my solutions

Global Game Jam 2023

3 feb 2023 - 5 feb 2023

Global Game Jam

- I have increse my skills in User Interface and User Experience by testing all the level of the game.
- I also increase my skills with unity by creating the dash system and tempo system. I also create the responsife code for the main Menu.

Space Serious Game

15 june 2022-29 june 2022

Ludus Academie

- I increase my skill in game managing by doing all from the start by myself.
- I increase my game design skills by respecting the constraint (playable in/out a show)

Master thesis on Tactical Rpg balancing

Sep 2020 - Oct 2022

Ludus Academie

- I increased my skills in game design by writing some idea's on the balancing Tactical games by adding some type of game plays.
- I increase my level design and balancing skills by implement one of the idea's by creating one Tactical Rpg on SRPG Studio.
- I increase my self-governing skills by learning a new engine in a few month