

Abraham David

IT developer

✉ davidabh04@gmail.com · 📞 +32 478 820 849

🌐 Shinigami144 · 🔗 Portefolio · 🌐 David Abraham

📍 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

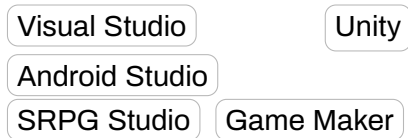
Ludus Academie

HardSkills

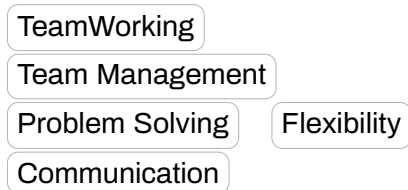
IT Language



IT Software



SoftSkills



Languages

English : Advanced
French : Mother tongue

Profile

As a junior developer, I am looking to refine my knowledge in development. I love develop and programming during my free time.

Experience

Kpm Web Site

Nov 2022

Kpm Logistics Bruxelles

- I improved my skills in Html, Css, JavaScript, with this real life application.
- I improved my skills in PHP and SQL by managin the BDD and the page used for the request
- To see the result, you go on the site 🔗 [Site KPM](#) .

IT teacher

jan 2017 - dec 2017

Asbl Roue de secours

- I increased my pedagogy by teacher python3 to childeren from 8-12 year old
- I had to adapt my teaching style to suit each student.

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 team managing by giving instruction to other member of the team
- I have improved my ability to communicate with the customer through the different visitors of our stand.

Project

Master thesis on Tactical Rpg balancing

Sep 2020 - Oct 2022

Ludus Academie

- I balanced all the class, the weapons and the spells.
- I needed to learn a new engine in only 3 mouth.
- I created all the level to test the multiple gameplay in my thesis.

Global Game Jam 2023

3 feb 2023 - 5 feb 2023

Global Game Jam

- I created the character movement. The player can only dash by following the rhythm
- I have created all the responsive UI.

Space Serious Game

15 june 2022-29 june 2022

Ludus Academie

- I created the player movement in a versus fighting game where the gravity change periodically
- I also make the local-multiplayer and the script that controls the camera allowing both player to stay in the screen