

Curriculum vitae

Game Programmer

WORK EXPERIENCE:

Spotta – deliverer
2015 - 2018

Jumbo – cashier / DKW
2018 – 2022

BAStudio – Lead Programmer
2021 – 2021

XR-Lab – Junior Software programmer
2022 – today

EDUCATION:

Mediacollege Amsterdam, Amsterdam
2019 - 2021 Game Developer MBO4

Van Der Meij college, Alkmaar
Secondary: 2017 – 2018

Jan Arentsz, Alkmaar
Secondary: 2015 – 2016

De Buriijn, Alkmaar
Elementary: 2007 – 2015

PROJECTS:

Starfall

This is a game where a group of students work on the game for a certain period and after that, another group takes over. My group was the leading group and started the project.

<https://emiledavidson.nl/pages/projectpages/Starfall.php>

Binding of Isaac rebirth (REMAKE)

This is a 10-second vertical slice game remake made by 2 programmers and 3 artists

<https://emiledavidson.nl/pages/projectpages/bindingOfIsaac.php>

Among us lobby (REMAKE)

This is a vertical slice where we recreated among us lobby system with networking it was made by 1 programmer and 2 programmers doing art

<https://emiledavidson.nl/pages/projectpages/amongus.php>

Expanding space

Expanding space is the first game I made together with one other programmer and 3 artists

<https://emiledavidson.nl/pages/projectpages/ExpandingSpace.php>

PERSONALIA:

Name: Emile Davidson

Birthday: 28-5-2003

Email: emiledavidson395@gmail.com

Nationality: Netherlands

PROGRAMMING LANGUAGES:

C++,

C#,

Java,

JavaScript,

HTML,

CSS,

PHP

TOOLS:

Trello,

JetBrains Rider,

JetBrains WebStorm,

JetBrains IntelliJ,

Photoshop,

Illustrator,

GitHub,

GitHub Desktop

Git,

Visual Studio code,

Microsoft Visual studio code,

Android Studio