



David Laurent

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Born on : 12/11/2000

Address : 55 avenue Fond'Roy 1180
UCCLE Bruxelles – Belgique

Software :

- Final Cut Pro / Premiere Pro
- After Effects
- Photoshop
- Blender
- Avid Media Composer
- DaVinci Resolve
- Pro Tools
- Nuke
- Xcode
- Unreal Engine 5

Hobbies :

- Video & Sound Editing
- Filming & Post-Production
- VFX / CGI / 3D Animation
- Swift / Python Programming
- Spatial Computing (Apple Vision Pro)
- Artificial Intelligence
- 3D Printing
- Space Exploration
- Quantum Computing
- Emerging Technologies
- Computer Repair, Optimization & Assembly

External Links :

Website : davidlaurent.online

Linkedin : www.linkedin.com/in/laurentdavid007

Passionate about technological solutions.

Work Experience :

2022 - 2025 :

Video Editor, App Developer (visionOS, iOS) & 3D Printing Specialist

2021 - 2022 :

Video Editor and technology / IT advisor at LouvignyMedia (louvignymedia.com)

2019 - 2021 :

ESRA Brussels (2nd / 3rd year), video editing option (esra.edu) - Internship at Medianext TV (assistant editor, deep learning, DIT, scriptwriting, Apple product repairs, medianext.tv)

2018 - 2019 :

ESRA Brussels, year 1 - Creation of a film for the golf tournament "PRO-AM" (Crédit Agricole) - Creation of a short film on Château l'arc Golf Club

2011 - 2018 :

Schooled at Sainte Victoire International School (schoolsaintevoir.com) International Baccalaureate (IB) in English (ibo.org) - Acquisition of Final Cut Pro X

2015 - 2016 :

Traineeship, TV cameras, ESRA Nice - Caddy Master at Golf Sainte Victoire (in charge of management on the golf course, organization of carts and security, chateaularcgolfclub.com)

2011 :

First use of a video editing software (iMovie)