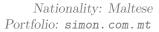
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Simon Cutajar

Summary Statement

Well-educated and experienced game developer with strong communication and interpersonal skills capable of working independently.

Skills

Control

Programming C#, Java, ActionScript 3.0, PHP, Game Unity, PhaserJS, Flixel Languages Javascript Development

Version Perforce, Plastic SCM, Git, Mercurial Other MySQL, LATEX

Education

2015 – 2020 Doctorate Degree, The Open University, Milton Keynes, United Kingdom

PhD, Computing

Thesis: Automatic Generation of Dynamic Musical Transitions in Computer Games

2011 – 2013 Master's Degree, IT University of Copenhagen, Copenhagen, Denmark

M.Sc. IT in Games (Technology stream) (cand.it spil)

Thesis: Reinterpretation of Music According to Visual Cues in Virtual Spaces

2008 – 2011 Bachelor's Degree, University of Malta, Tal-Qroqq, Msida, Malta

B.Sc. (Hons.) Information and Communication Technology

Experience

Aug 2019 - Game Developer, Resolution Games, Stockholm, Sweden

Present • Worked in multi-disciplinary teams of up to 12 people on year long projects using C#, Unity, and Perforce

- Worked as a gameplay programmer on three released projects (Acron: Attack of the Squirrels!, Blaston, and Ultimechs), and on three unannounced projects
- Worked as a machine learning integration programmer for a fourth unannounced project, with additional machine learning integration for an announced project (Racket Club)
- Oct 2015 IT Support & Toolkit Development (part-time), Three Dragons, Milton Keynes, UK
- May 2019 Responsible for maintenance and development of the Three Dragons toolkit using Excel and Visual Basic Advanced
- Dec 2014 Applications Developer, FortyTwo Telecom, St. Julian's, Malta
- Sept 2015 O Developed modular web services for client registration & lookup systems using Java
 - Responsible for front-end development for the instant messaging gateway systems within the client control panel using PHP, as well as reworking the in-house invoicing system using PHP
- Aug 2013 Web Developer, ICT2Biz, Pietà, Malta
 - Sept 2014 Created several unreleased game prototypes in Javascript and Phaser to aid Maltese language education for kids
 - O Designed and developed a point-of-sales system and hotel management system using Java
 - Designed and developed a digital books system for schools and cross-platform e-book reader for mobile devices for a prominent local publisher using PHP and Laravel

Released Game Projects

Feb 2020 - Blaston, 1v1 bullet hell/first person duelling game in VR

- May 2022 O Blaston (released October 2020)
 - Contributed to and took over the AI system originally developed by Mike Booth
 - Developed several systems for the game, such as various UI systems and an emote recording system to convert physical movement into pre-recorded emotes
 - O Blaston updates (all updates from October 2020 to May 2022, version 1.1 to 1.16)
 - Gameplay programming to add 2 new weapons to the game (Tundra, and Luma), as well as a system that allowed for grabbing and using two-handed weapons
 - Adding to and updating the AI system to be able to dodge and use new weapons
 - O Blaston Arcades (released June 2021)
 - In 3 months, led a porting project to port the entire Blaston code base to Arcade machines, with various platform specific and gameplay modifications made
 - O Blaston Wiki (released August 2021)
 - Set up MediaWiki frontend infrastructure (modules, templates, and categories) to allow community managers and community members to create pages for the game
 - O Blaston Spectator client (released May 2022)
 - Creation of initial proof of concept, which was developed further as an internal tool to be used by community managers
 - After pitching it to management and polishing it, I led the development and release of the Spectator Client, allowing players to spectate and stream Blaston matches
- Oct 2020 Ultimechs, Competitive multiplayer sports game in VR
- Dec 2020 AI exploration using finite state machines during pre-production between October and December 2020
- Aug 2019 Acron: Attack of the Squirrels!, Asymmetrical cross-platform party game for VR and Dec 2019 mobile devices
 - Haunting Horrors update (released October 2019)
 - Developed navmesh editor tools for designers to use
 - Worked on various bug fixes and quality of life features

Entrepreneurial

May 2014 - Founder, Site Administrator, GameDev.com.mt, Qawra, Malta

- Present O Founded GameDev.com.mt aiming to serve as a central hub for gamedev in the Maltese islands
 - O Consulted Business Leaders Malta as part of a 2018 Malta Enterprise tender regarding funding for the games industry in Malta
- Jan 2012 Co-Founder & Game Developer, Kvasir Games, Copenhagen, Denmark
 - Feb 2020 O Co-founded Kvasir Games. Self-published the board game Wanted: Igor!, releasing the game to the
 - O Attended several industry events to promote the game, including Essen 2014 and IndieCade 2014

Positions of Importance

Jury, for the following festivals and events

- o IndieCade 2018 2023, Culver City, Los Angeles, California, USA
- Yonderplay 2018, Copenhagen, Denmark (organised by the Copenhagen Game Collective)
- O Nordic Game Sensation 2017, Copenhagen, Denmark (organised by the Copenhagen Game Collective)

Organisation, for the following game jams

- O Mediterranean Game Jam 2015, Valletta, Malta
- O Malta Global Game Jam 2014 2015, Msida, Malta
- O Nordic Game Jam 2012 2013, Copenhagen, Denmark

Languages

Maltese	Native (European Level - C2)	English	Proficient (European Level - C2)
French	${\bf Intermediate} \; ({\bf European} \; {\bf Level} \; \hbox{-} \; {\bf B1})$	Italian	Beginner (European Level - A2)
Danish	Beginner (European Level - A2)	Swedish	Beginner (European Level - A1)