

Simon Cutajar

✉ simon@simon.com.mt

Nationality: Maltese
Portfolio: simon.com.mt



Summary Statement

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

Skills

Programming Languages	C#, Java, ActionScript 3.0, PHP, Javascript	Game Development	Unity, PhaserJS, Flixel
Version Control	Perforce, Plastic SCM, Git, Mercurial	Other	MySQL, L ^A T _E X

Education

- 2015 – 2020 **Doctorate Degree**, *The Open University*, Milton Keynes, United Kingdom
PhD, Computing (supervisors: Robin Laney, Alistair Willis)
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*) (supervisors: Julian Togelius, Mark J. Nelson)
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 (supervisor: Alexiei Dingli)

Experience

- Aug 2019 – Present **Game Developer**, *Resolution Games*, Stockholm, Sweden
- Worked in multi-disciplinary teams of up to 30 people on multi-year projects in both virtual reality and augmented reality using C#, Rust, Unity, Perforce, and Plastic SCM.
 - Worked as a gameplay programmer on three released projects (*Acron: Attack of the Squirrels!*, *Blaston*, and *Ultimechs*), and on four unannounced projects.
 - Contributed additional machine learning integration for *Racket Club*, and led machine learning integration for *Home Sports*.
- Oct 2015 – May 2019 **IT Support & Toolkit Development (part-time)**, *Three Dragons*, Milton Keynes, UK
- Responsible for further development and maintenance of the Three Dragons toolkit using Excel and Visual Basic Advanced.
- Dec 2014 – Sept 2015 **Applications Developer**, *FortyTwo Telecom*, St. Julian's, Malta
- 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 – Sept 2014 **Web Developer**, *ICT2Biz*, Pietà, Malta
- Created several unreleased game prototypes in Javascript and Phaser to aid Maltese language education for kids.
 - 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

- Apr 2023 - **Home Sports**, *Casual multiplayer sports game in MR, using C#, Unity, and Plastic VCS*
- Mar 2024 ○ Home Sports (*released December 2024*)
- As part of the machine learning team, I led the machine learning implementation process to allow the game team to have stable bots and for the machine team to have a stable area in the code to train and test bots.
- Feb 2020 - **Blaston**, *1v1 bullet hell/first person duelling game in VR, using C#, Unity, and Perforce*
- May 2022 ○ Blaston (*released October 2020*)
- Further development of the AI system originally developed by Mike Booth.
 - Developed an emote recording system to convert physical movement into pre-recorded emotes, and worked on UI programming.
- Blaston updates (*all updates from October 2020 to May 2022, versions 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.
 - Further development of the AI system to be able to dodge and use new weapons.
- Blaston Arcades (*released June 2021*)
- In 3 months, I led a porting project to port the entire Blaston code base to Arcade machines, making various platform specific and gameplay modifications.
- 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.
- 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 its value to management, I led the development and release of the Spectator Client to the public, allowing players to spectate and stream Blaston matches
- Aug 2019 - **Acron: Attack of the Squirrels!**, *Asymmetrical cross-platform party game for VR and mobile devices, using C#, Unity, and Perforce*
- Dec 2019 ○ 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 ○ Founded *GameDev.com.mt* aiming to serve as a central hub for gamedev in the Maltese islands.
- 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 ○ Co-founded *Kvasir Games*. Self-published the board game *Wanted: Igor!*, releasing the game to the Danish market.
- Attended several industry events to promote the game, including Essen 2014 and IndieCade 2014 .

Positions of Importance

Jury, for the following festivals and events

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

Organisation, for the following game jams

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

Languages

Maltese	Native (European Level - C2)	English	Proficient (European Level - C2)
French	Intermediate (European Level - B1)	Italian	Beginner (European Level - A2)
Danish	Beginner (European Level - A2)	Swedish	Beginner (European Level - A1)