

# Simon Cutajar

✉ [simon@simon.com.mt](mailto: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

<b>Programming Languages</b>	C#, Java, ActionScript 3.0, PHP, Javascript	<b>Game Development</b>	Unity, PhaserJS, Flixel
<b>Version Control</b>	Perforce, Plastic SCM, Git, Mercurial	<b>Other</b>	MySQL, L <sup>A</sup> T <sub>E</sub> X

## 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 – Present **Game Developer**, *Resolution Games*, Stockholm, Sweden
- 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 – May 2019 **IT Support & Toolkit Development (part-time)**, *Three Dragons*, Milton Keynes, UK
- Responsible for maintenance and development 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

- Feb 2020 - **Blaston**, *1v1 bullet hell/first person duelling game in VR*
- May 2022
- 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
  - 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
  - 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
  - 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 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 mobile devices*
- 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	<b>Native</b> (European Level - C2)	English	<b>Proficient</b> (European Level - C2)
French	<b>Intermediate</b> (European Level - B1)	Italian	<b>Beginner</b> (European Level - A2)
Danish	<b>Beginner</b> (European Level - A2)	Swedish	<b>Beginner</b> (European Level - A1)