



Erik Scerri

Senior Software Engineer



erikscerri@gmail.com



(+31) 6 34 07 37 61



erikscerri.github.io

WORK EXPERIENCE

Senior Software Engineer @ Cornerstone OnDemand

Mar 2024 - Present // Utrecht, Netherlands

- Continuation of my Senior Engineer responsibilities at Talespin following a company merger, now as Cornerstone Immerse.
- Development of an AI-powered backend using WebSockets in Unity Game Engine for VR and WebGL, leveraging generative AI frameworks to allow realtime free-form conversations and training experiences.
- Leading a small team in development of an internal content management tool and API for distributing content, user scoring, and art assets to client-facing services.
- Experience leading fast-paced AGILE development in an R&D team researching prototype AI technologies and architecting prototypes and proofs-of-concept.

Senior XR Engineer @ Talespin Reality Labs

Jul 2019 - Mar 2024 // Utrecht, Netherlands

- Development of multi-platform interactive experiences for VR, Desktop, and WebGL in Unity Game Engine; with Oculus VR and HTC Vive as release platforms for VR.
- Development of live cloud services in .NET Core for multi-authoring functionality, database management, user authentication, and a variety of other features.
- Experience implementing full projects from conceptualisation to launch, following standard software development, release, and maintenance cycles.
- Experience with Software as a Service products, handling secure user data and analytics, performing routine patching, incident management, and customer releases.
- Extensive practice with UI scripting and technical implementation for art assets, along with providing support to artists and UI designers and developing custom editor tools.
- Experience working with narrative writers and game designers to implement narrative flow and fine-tuned, interactive user experiences.
- Creation of a Voice-to-Text interface based on the Microsoft Speech SDK. Researched and developed a language understanding engine based on keyword recognition. Experience with optimisation practices and research for achieving higher framerates on limited hardware (VR headsets).

Junior Software Developer @ 3BetGaming

Jun 2016 - Dec 2016 // Gzira, Malta

- Feature development of back-end bet management applications to be used by betting company clients across several countries, both European and International.
- Creation and maintenance of database functionality, such as retrieval, storage, and filtering of data using stored procedures.
- Extension and maintenance of a Web API that communicates with front-end web clients.
- Development of client-side infrastructure for communication with Web API.
- Creation of release profiles and .bat files to automate and facilitate release management.
- Experience working in a high-stress live environment with critical issues that need to be solved under strict deadlines.

EDUCATION

M.Sc. in Game & Media Technology @ Universiteit Utrecht

EQF LEVEL 7

Sep 2017 - Sep 2019 // Utrecht, Netherlands

- Final Grade: 8.1/10

B.Sc. (Hons) in Artificial Intelligence @ University of Malta

EQF LEVEL 6

Sep 2013 - Sep 2016 // Msida, Malta

- Final Grade: Second Class Upper

SKILLS

Programming

C#, ASP.NET, Typescript, Javascript, Java, HTML, CSS, Python, C++, MySQL

Tools & Platforms

Unity Game Engine, Git & Gitflow, Jenkins, .NET Core, Azure Services, Godot Game Engine

Frameworks & Libraries

OpenAI API, ReactJS, PostgreSQL, MongoDB, jQuery, Microsoft Speech SDK, Oculus SDK

Design

Adobe Photoshop, Adobe Premiere Pro, Adobe Illustrator, FL Studio XL, Audacity

EXTRA-CURRICULAR

AMusLCM Diploma of Associate (Composition)

EQF LEVEL 5

2014 - 2016 // University of West London

- Final Grade: Distinction (95%)

BMusLSM Diploma in Harmony & Analysis

EQF LEVEL 4

2011 - 2012 // London School of Music

- Final Grade: Pass (73%)

ABRSM Grade 8 in Orchestral Performance (Flute)

EQF LEVEL 3

2001 - 2010 // Royal School of Music

- Final Grade: Merit (77%)

DISSERTATIONS

Master's Programme

Implementation of recurrent neural networks to digitally reproduce human-annotated repeated patterns in musical tracks.

Bachelor's Programme

Implementation of audio recognition software using various Computer Vision techniques and pattern-matching methods.

OTHER INTERESTS

Tabletop Gaming, Video Gaming, Reading, Writing, Music Production, Team Handball