



# ERIK SCERRI

Senior Software Engineer

## GET IN TOUCH



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## SKILLS

### PROGRAMMING

C#, ASP.NET, Typescript, Javascript, Java, HTML, SCSS, CSS, Python, C/C++, SQL

### TOOLS & PLATFORMS

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

### FRAMEWORKS & LIBRARIES

EntityFramework, PostgreSQL, MongoDB, ReactJS, AngularJs, JQuery, OpenAI API

### DESIGN

Adobe Photoshop, Adobe Premiere, Adobe Illustrator, FL Studio XL, Adobe InDesign

## LANGUAGES

- English *Proficient - C2*
- Maltese *Proficient - C2*
- Italian *Independent - B1*
- Dutch *Basic - A2*

## EXTRA-CURRICULAR

AMusLCM Diploma of Associate  
(Composition) *EQF LEVEL 5*  
2014 - 2016 // University of West London

BMusLSM Diploma in Harmony  
& Analysis *EQF LEVEL 4*  
2011 - 2012 // London School of Music

ABRSM Grade 8 in Orchestral  
Performance (Flute) *EQF LEVEL 3*  
2001 - 2010 // Royal School of Music

## OTHER INTERESTS

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

## WORK EXPERIENCE

### SENIOR SOFTWARE ENGINEER @ Cornerstone onDemand

Jul 2019 - Present // Utrecht, Netherlands

- Implemented backend services in C#/ASP.NET, designing clean REST APIs, middleware pipelines, and modular service architectures for high-availability applications.
- Built data-access layers using Entity Framework Core, optimizing queries, migrations, caching, and schema design for high-traffic content services.
- Deployed and maintained microservices in Kubernetes, using CI/CD pipelines to ensure reliable, scalable backend environments across production environments.
- Implemented authentication and authorization flows in ASP.NET Core using JWT, OAuth, and team-based access patterns.
- Led development of an internal content-management platform and API supporting content distribution, scoring pipelines, and asset delivery for multiple client services.
- Owned full lifecycle backend development, from requirements and architecture through deployment, monitoring, and maintenance.
- Worked on SaaS products including secure user data management, analytics pipelines, release processes, patching, and incident response.
- Drove rapid R&D iterations on prototype AI solutions, architecting proofs-of-concept and testing new generative and conversational AI technologies.
- Built an AI-powered real-time backend using WebSockets in Unity (VR + WebGL), enabling generative-AI-driven conversations and training scenarios.
- Created backend-facing Unity tooling and UI systems that integrated with internal APIs, improving production workflows for designers and artists.
- Optimized game engine for VR and WebGL applications, focusing on performance under tight hardware constraints.
- Developed a Voice-to-Text pipeline using Microsoft Speech SDK and implemented a custom keyword-recognition engine for language understanding.

### LEAD DEVELOPER @ Metalworks Team (Part-Time)

Aug 2024 - Present // Remote

- Coordinated an international community team to develop the official Cosmere RPG system for Foundry VTT, in direct collaboration with Brotherwise Games.
- Designed and built the system architecture and data models from the ground-up, ensuring maintainable, strongly typed code across all systems.
- Led UI/UX design for premium Cosmere modules, building responsive layouts and polished user experiences consistent with the visual design of the Cosmere books and digital assets.
- Designed and implemented interactive UI components leveraging HTML, CSS, and Handlebars to implement character sheets, rules references, and game-system tooling.
- Implemented dynamic, reactive interfaces using modern JavaScript patterns and front-end frameworks such as Svelte, improving usability and performance across modules.
- Managed ongoing release cycles, including bug fixes, feature requests, and UI improvements across multiple TypeScript-based module packages.

### JUNIOR SOFTWARE DEVELOPER @ 3BetGaming

Jan 2016 - Dec 2016 // Gzira, Malta

- Developed backend features for bet-management systems used by clients across multiple European and international markets.
- Built and maintained database logic for data retrieval, filtering, and high-volume transactional operations.
- Extended and supported a Web API consumed by internal tools and front-end web clients, improving reliability and functionality.
- Implemented client-side communication layers for Web API integrations, ensuring stable data exchange between systems.
- Created automated release profiles and deployment scripts (.bat) to streamline release management and reduce manual overhead.
- Operated in a high-pressure live-service environment, resolving critical production issues within strict turnaround times.

## EDUCATION

### M.SC. GAME & MEDIA TECHNOLOGY @ Universiteit Utrecht

Sep 2017 - Sep 2019 // Utrecht, Netherlands

*EQF LEVEL 7*

### B.SC. (HONS) ARTIFICIAL INTELLIGENCE @ University of Malta

Sep 2013 - Sep 2016 // Msida, Malta

*EQF LEVEL 6*