

Erik Scerri

Software Developer

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WORK EXPERIENCE

Junior Software Developer @ 3BetGaming LTD.

July - Dec 2016 // Gzira, Malta

- Bug-fixing and feature development for 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 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 environment with critical issues that need to be solved under strict deadlines.

IT (Software Development) @ BD Electronics

Jan - Jul 2017 // St. Julians, Malta

- Automation of sales and accounting procedures to facilitate use by non-technical staff.
- Implementation and maintenance of security policies for sensitive company data.
- Providing technical support to internal and external staff in a multi-national company (home office in Mainz, Germany).
- Generation of mail statistics and reports for department supervisors.
- Implementation of accounting solutions in Microsoft Excel through formulae and custom-built macro software.
- Automated collection of company data from online directories for use with CRM software.

EDUCATION

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

Sep 2017 - Present // Utrecht, The Netherlands

EQF LEVEL 7

- **Final Grade:** TBD (Current Average: 8.2/10)
- **Notable Fields of Study:**
 - Games & Agents [Unity, Java]
 - Sound & Music Technology [Unity, C#]
 - Computer Vision & Neural Networks [C++, Python, Tensorflow]
 - Optimisation & Vectorisation [C++]
 - Computer Animation [Autodesk Maya]
 - Multimodal Interaction
 - Motion & Manipulation

B.Sc. in Artificial Intelligence @ University of Malta

Sep 2013 - Sep 2016 // Msida, Malta

EQF LEVEL 6

- **Final Grade:** Second Class Upper
- **Notable Fields of Study:**
 - Game AI & Design [Unity]
 - Object Oriented Programming [C, C#, Java]
 - Web Intelligence [Javascript, jQuery, HTML, CSS, PHP]
 - Machine Learning & Logic Programming [PROLOG]
 - Computer Vision [MATLAB]
 - Natural Language Processing [Python]
 - Mathematics for Engineers

SKILLS

Programming Languages

C++, C#, Java, Python, HTML, CSS, Javascript, SQL, Typescript, PHP

Frameworks & Libraries

jQuery, AngularJS, Keras, Tensorflow

Tools & Platforms

Git, Unity, MATLAB, Wordpress

Design

Adobe Photoshop, Adobe Premiere Pro, Adobe Illustrator, Adobe After Effects

Music Production

FL Studio XL, Adobe Audition, 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

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