Erik Scerri

Software Developer

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WORK EXPERIENCE

Junior Unity Developer @ Talespin Reality Labs

Jul 2019 - Present // Utrecht, Netherlands

- Development of multi-platform interactive experiences for VR & Desktop in Unity Game Engine; using Oculus VR and HTC Vive as release platforms for VR.
- Experience implementing full projects from conceptualisation to launch, following standard software development, release, and maintenance cycles.
- Extensive practice with UI scripting and technical implementation for art, along with providing support to artists and UI designers in developing the project front-end.
- Experience working with narrative writers and game design to implement narrative flow into the core engine.
- 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

Jul 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.

IT (Software Development) @ BD Electronics

Jan 2017 - 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 web directories for use with CRM software.

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#, C++, Java, Python, Javascript, SQL, HTML, CSS, Typescript, UI/UX Scripting

Tools & Platforms

Unity Game Engine, Git & Gitflow, Oculus VR

Frameworks & Libraries

Microsoft Speech SDK, Android SDK, jQuery, WPF Graphics, Keras, Tensorflow

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