

Kyle Agius

Junior
Game Developer

Contact

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Portfolio (QR Code)

kyle-agius.github.io

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Summary

Game programmer, with a proficiency in Unity and experience in 2D art and game design. Following a Master's course in game development. Have academic and work experience in software development. Creative, self disciplined and can adapt quickly.

Skills

- > **Game Dev Tools:** Unity, C#, Visual Studio, Godot, GDScript, Unreal Engine
 - > **Other Tools:**, HTML, CSS, JavaScript, Trello, Xamarin, PHP, SQL, Java, C, Google Cloud, Git, ASP.Net Core, Docker, PgAdmin, Angular, Symfony, Python, Balsamiq, Latex, Krita
 - > **Soft Skills / Traits:** Clear communication, organised, hard working, proactive
 - > **Other Skills:** Gameplay / System / Design, 2D Art, UI/UX, Shader Graph, Worldbuilding
 - > **Languages:** English - Native/Bilingual, Maltese - Native/Bilingual
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Education

University of Gothenburg / Game Design & Technology (Masters): 2026
02/09/2024 - 2026, Gothenburg, Sweden

University of Malta / BS in Information Technology (Honours) (Software Development)
12/10/2020 - 21/06/2023, Msida, Malta

Graduated with first class honours, and received the Dean's Award for high academic merit. Gained both a practical and theoretical understanding of professional software development, particularly on writing clean, fast and maintainable code.

Work Experience

CS Technologies International / Junior Software Developer

2018 - 2022, (8 months) Paola, Malta

During multiple summer breaks, I worked as a junior software developer.

> Worked with a small team to convert an Xamarin application to the more recent .NET MAUI framework. This required understanding a complex pre-existing system, as well as a novel framework with limited documentation.

> Made improvements to a web-based bank application. This required learning new tools and languages, including Docker, Python, Angular and Symphony. Contributed to various front/back-end features, particularly the error validation system.

> Designed, developed and launched a small HR management application using Xamarin. The mobile application was capable of tracking requests for leave.

Related Experience

Self Initiated Game Development

01/08/2019 - Current

Learned to use Unity, Godot and Unreal through practice alongside full-time studies. Working on a solo developed game that was showcased at the Sweden Game Conference. Participated in and completed six game jams, both solo and in teams. Moved to Sweden to improve my skills in game development.

Junior Achievement Young Enterprise (JAYE)

01/11/2018 - 04/05/2019

Took part in a startup competition. We made a social media site for finding friends based on common interests. As the sole programmer, I created and maintained the website.