Kyle Agius

Junior Game Developer

Contact

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Portfolio: kyle-agius.github.io

Summary

Generalist game developer and programmer, with a proficiency in Unity. Have academic and professional experience in software development. Creative, self disciplined and can adapt quickly. Eager to learn and improve my skills.

Skills

Programming Languages: C#, HTML, CSS, JavaScript, GDScript, PHP, SQL, Java, Python, C

Frameworks: Xamarin, ASP.Net Core, Angular, Symfony

Tools: Unity Game Engine, Godot, Git, Trello, Visual Studio, Krita, Google Cloud, Docker, pgAdmin, Cucumber (BDD testing), Balsamiq, Latex, Daz Studio

Languages: English - Native/Bilingual, Maltese - Native/Bilingual

Other skills: Gameplay / System Design, 2D Art, UI/UX, Worldbuilding

Work Experience

CS Technologies International / Junior Software Developer
04/08/2022 – 17/09/2022, Paola, Malta

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 and a novel framework with limited documentation. Significant debugging and error handling was needed due to the nature of the task.

12/07/2021 – 10/09/2021,

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

22/07/2019 – 17/09/2019

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

09/07/2018 – 28/09/2018,

Worked on various small tasks and training exercises, such as front and back end web development. Gained extensive training in C# and the .Net Framework.

Education

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

The course provided practical and theoretical advice regarding software development in a professional setting. It gave a broad view of the subject, with many skills being directly applicable to game development. Focus was placed on writing clean and maintainable code. A full overview is available: https://www.um.edu.mt/courses/overview/ubscithsdvft-2024-5-o/

I graduated with first class honours and received the Dean's Award for high academic merit. Specific units and results are available on request.

St. Aloysius College / Matriculation Certificate
24/09/2018 – 25/09/2020 , Birkirkara, Malta

I attended sixth form (EQF Level 4) at St. Aloysius College, where I studied Pure Mathematics and Physics at an advanced level. In addition, I also studied English, Economics, Information Technology and Systems of Knowledge (Art, Politics, Environmentalism and Science). Results are available on request.

Experience in Game Development

Self Taught Experience using the Unity Engine
01/08/2019 – Current
Practised game development in Unity alongside full-time studies. This improved my skills in programming, 2D art and game design. An up to date portfolio is available here: kyle-agius.github.io

Followed a Degree+ Unit about Unity 3D
06/11/2020 – 15/01/2021
Took an optional University unit titled "Creating Virtual Worlds". This gave me a better understanding of using Unity for 3D games.

Other Experiences

ERASMUS Exchange at Lancaster University
11/10/2021 – 17/12/2021 , Lancaster, United Kingdom

As part of the Bachelor Course, I had the opportunity to study abroad. The experience improved my independent living and time-management skills. It also improved my understanding of certain topics, such as the SOLID principles and UI/UX.

Junior Achievement Young Enterprise (JAYE)
01/11/2018 – 04/05/2019
Took part in a startup competition. My team and I made a social media website for finding friends based on common interests. As the sole programmer, I was responsible for creating and maintaining the website.