



Daniel Zammit

<https://firepro20.github.io/dzdevfolio>

Profile

I am a postgraduate Computer Games Technology student, graduating from Abertay University, and looking for an entry-level game programming role in the Games Industry. This year I entered the Search For a Star Game Programming Competition and was awarded the One to Watch badge. In addition, our team WallJumpers was selected to participate in Tranzfuser 2020 talent programme, organised by UK Games Talent.

I have always been fascinated by computer games. Initially this interest was targeted at playing games but eventually I wanted to discover how they were made and my interest in game programming took off. Game development is an exciting and continuously evolving area of technology that I would like to continue working in. Through other job roles in my life I have acquired time management skills, perseverance and commitment.

VR and gameplay mechanics are huge interests of mine and what the industry can do with them is incredibly exciting, especially now that the VR technology is more affordable. I am seeking a role that will allow me to explore these interests and create amazing experiences.

Technical Skills

Familiar software includes:

- Unity
- Visual Studio
- Photoshop
- SFML
- VirtualBox
- Telerik Fiddler

Understanding of OOP principles and implementation of internal game loop.

Implementation of gameplay mechanics identified in game design document.

Relevant Games Industry Experience

Team Leader / Programmer WallJumpers June 2020 – September 2020	As a team leader for WallJumpers (Tranzfuser 2020), I was tasked with delegating work to different team members and keeping track of assignments as they came through from UKGTF. I was also one of the programmers on the team. Main tasks for this project where FMOD and Cinemachine integration.
Designer / Programmer SFASX2020 February 2020 – March 2020	I participated in Search for A Star challenge hosted by Grads in Games. We were given a framework for pathfinding, and we were tasked to either expand upon or create something new which would eventually lead to the game submission. I extended upon the provided code to create a medieval tower defence game.

Education

University of Abertay (September 2019 – September 2020)

Computer Games Technology

MSc - *Predicted Upper Second*

Relevant Modules

Masters Project (3D Graph Exploration using VR) – A
Network Game Development – B+
Programming for Games – C+
Applied Mathematics and Artificial Intelligence – C+
Advanced Procedural Methods – B+
Game Design and Development – B+
Research Methods – A

University of Malta (September 2013 – September 2016)

Business and Information
Technology

BSc - Upper Second

Relevant Modules

Dissertation (ML IPS/IDS Hybrid using honeypot interaction patterns as training data) – B+
Introduction to Software Engineering – C+
Emerging Technologies – A
Web Applications Architecture and Systems Development – C+
Operations Research – A+
Advanced Databases: Data Mining and Warehousing – C+
Computer Platforms and Applied Operating Systems – B+

Employment

Technical Support Engineer Acunetix December 2017 – August 2019	I was tasked with handling client queries daily, which involved technical troubleshooting on the main product, the Acunetix web scanner. Ticket handling was performed using FreshDesk, where I listed FAQs and downloaded logs for further analysis. During my time with the company, I was responsible for hosting weekly deep-dive webinars, writing technical articles as well as setting up and managing the internal integration server to showcase JIRA, MS TFS, Github and Jenkins integrations with our product.
IT Systems Administrator AX Hotels Malta June 2016 – December 2017	Upkeep of IT systems of the hotel environment including server backups, PC installations, mail account creations, maintenance of our menu and revenue centre system, and any other day to day IT issues. In addition, upkeep and management of WIFI infrastructure, telephone lines, PABX minor configurations and Samsung TV system. Billing and report generation including documentation and purchase orders for IT hardware, software and consumables. During this time, I reported directly to the General Manager and attended weekly department meetings.

Hobbies and Interests

I like to spend my free time watching movies, going abroad and improving my cooking skills. I also enjoy fishing as well as organising and competing in football, basketball and volleyball tournaments. I have organised events for my peers in the past few years and as a tradition I am responsible for organising the yearly Christmas event between friends.

In 2016, I attended Gamescom, a one week-long games exhibition in Cologne, Germany. I had the opportunity to meet with industry game developers and trying out the most recent gaming prototypes, including games on VR platforms such as Space Pirate Trainer for the HTC Vive. Looking forward to attending again soon, after COVID is over!

References Available upon request