



# Daniel Zammit

## Portfolio

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

### Profile

I have recently finished a postgraduate course in Computer Games Technology at the University of Abertay. I am looking for an entry-level game programming role in the games industry. Recently I have participated in Games Job Live 2021 game jam with the submission *SLID – Strength Lies in Difference*. The game placed 1<sup>st</sup> out of 77 submissions and was awarded best use of theme and community pick award.

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 VR technology is more affordable. I am seeking a role that will allow me to be part of a dynamic team with the goal of developing a challenging next-gen game.

### Technical Skills

Familiar software includes:

- Unity
- Visual Studio
- Git
- UE4
- FMOD Integration
- SFML
- VirtualBox
- Visual Scripting

Understanding of OOP principles and implementation of internal game loop.

Implementation of gameplay mechanics identified in game design document.

## Relevant Games Industry Experience

<b>Functional QA Technician</b> <b>Codemasters</b> <b>June 2021 - Present</b>	Provide a dedicated, experienced resource that is completely focused on executing a broad range of operational test services to support our internal & external development teams. Produce well written bug reports detailing issues on assigned products, adherence to Codemasters requirements and 1st party specifications. Identify, isolate, regress and communicate issues effectively and efficiently through the bug tracking database, whilst updating and maintaining reported issues.
<b>GJL2021 – Programmer</b> <b>CableTripper Studios</b> <b>February 2021 – February 2021</b>	For the Game Parade Spring 2021 we created a 2D puzzle game inspired by Sokoban and but with our own twist. Apart from the Sokoban rules, the player must solve a puzzle per room throughout the game. This project utilised Unity Tilemaps which was something we never explored before. The theme was strength lies in differences. The game placed 1 <sup>st</sup> out of 73 games besides winning Best Use of Theme and the overall community favourite game. It was also nominated for Best Level Design.
<b>GGJ2021 – Programmer</b> <b>CableTripper Studios</b> <b>January 2021 – January 2021</b>	With the help of two artists, we submitted Solomon Lost and Found for GGJ2021. The player must single out the rightful owner of the item in a customs office before Solomon chops it. There are five levels of increasing difficulty. For this project I worked on UI updates by invoking various events.
<b>Epic MegaJam 2020 - Programmer</b> <b>CableTripper Studios</b> <b>December 2020 – December 2020</b>	Insert Coin was created in UE4 for the Epic MegaJam 2020. For this project This helped me expand my knowledge of visual scripting to achieve the desired behaviour during development.
<b>GJL2020 - Programmer</b> <b>CableTripper Studios</b> <b>October 2020 – October 2020</b>	Together with a team of three developers, the game we submitted for the week-long Games Job Live 2020 jam was awarded two nominations (Best Use of Theme and Top 5 Community Picks) and won the award for Best Use of Audio. The theme was Carpe Diem, seize the moment, so we seized the opportunity to create a puzzle game which helps the player understand some of the Alzheimer's effects through the eyes of the main character.
<b>Team Leader / Programmer</b> <b>WallJumpers</b> <b>June 2020 – September 2020</b>	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 were FMOD and Cinemachine integration.

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**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 - First**

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

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**Technical Support Engineer****Acunetix****December 2017 – August 2019**

I was tasked with handling client queries involving technical troubleshooting on the Acunetix web scanner. Ticket resolution was handled using FreshDesk, where I listed FAQs and downloaded logs for further analysis. I hosted weekly deep-dive webinars, wrote technical articles and set up the internal integration server to showcase JIRA, MS TFS, Github and Jenkins integrations with our product. I also attended RSA 2019 and OWASP 2018 in Las Vegas and London to represent the company.

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**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 daily IT issues. I also maintained WiFi infrastructure, telephone lines, minor PABX configurations and Samsung TV system. I reported directly to the General Manager and attended weekly departmental meetings.

## Hobbies and Interests

I like to spend my free time watching movies, travelling 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!