Daniel Zammit

https://danielzammit.me/

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

Technical Skills

- [Skill]
- [Skill]
- [Skill]
- [Skill]
- [Skill]
- [Skill]

[additional skills summary].

Relevant Games Industry Experience

[Job Title]	[Role & responsibilities summary]
[Company]	
[Time Period]	
[Job Title]	[Role & responsibilities summary]
[Company]	
[Time Period]	

Education

[University] [Time Period]

[Course Title]	**[Qualification]**
Relevant Modules	[Key, relevant modules & achievements]

[University] [Time Period]

[Course Title]	**[Qualification]**
Relevant Modules	[Key, relevant modules & achievements]

Employment

[Job Title]   [Role & responsibilities summary]

[Company]

[Time Period]

[Job Title]   [Role & responsibilities summary]

[Company]

[Time Period]

Hobbies and Interests

[hobbies & interests content]

References Available upon request