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. In 2020 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 also participated in Games Job Live 2020 game jam with the submission *Garden of Memories*. The game placed fourth out of 80 submissions, received three nominations and was awarded the Judges' Pick for Best Use of Audio.

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

GGJ2021 – Programmer **CableTripper Studios** **January 2021 – January 2021**	Together with a team of three developers and 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 each with increasing difficulty. For this project I worked on UI updates by invoking various events, which is better than checking conditions on every update.
Epic MegaJam 2020 - Programmer **CableTripper Studios** **December 2020 – December 2020**	Together with a team of three developers, we created our first game in UE4 for the Epic MegaJam 2020. Our submission, Insert Coin was created in a week split in two days of brainstorming followed by five days of design and development. For this project I learnt how to work with the UE editor and the benefits of using visual scripting to achieve the desired behaviour while prototyping.
GJL2020 - Programmer **CableTripper Studios** **October 2020 – October 2020**	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.
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 were 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 - 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

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. I also attended RSA 2019 and OWASP 2018 in Las Vegas and London respectively to represent the company.
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 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!