



## Isaac Ferrante

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### ● EDUCATION AND TRAINING

2012 – 2019 – San Gwann, Malta

**O'LEVEL CERTIFICATE & ADVANCED MATRICULATION** – St.Micheal's Foundation

2018 – 2020 – Hamrun, Malta

**DIPLOMA IN COMPUTING WOTH GAMES DESIGN AND DEVELOPMENT** – St.Martin's Institute for Higher Education

SEP 2020 – JUN 2022 – Hamrun, Malta

**BSC IN COMPUTER SCIENCE WITH GAMES DESIGN AND DEVELOPMENT WITH EXTRA CYBER SECURITY CREDITS** – St.Martin's Institute for Higher Education

### ● WORK EXPERIENCE

31 MAY 2019 – 29 SEP 2019 – Sliema, Malta

**SALES ASSISTANT** – HUDSON (NIKE)

Sales Assistant at Nike, Managing all Sales in-house and working with the team in order to try surpass our targets.

30 JUN 2021 – 30 SEP 2021 – Mosta, Malta

**WEB DESIGN + DEVELOPER** – BINT L-IRJIEH

My friend's family own a farm where they used to sell their products through Social Media, I decided to give a helping hand and build them a **website** from scratch, this included all branding related to the website and information presented to the users in that format, the website was created using a CMS popularly known as **WordPress**, where the website was left in their hands in a fully manageable form. The website could be seen below:

<https://www.bintlirjeh.com/>

14 JUN 2021 – CURRENT – Floriana, Malta

**SEO & IT ASSISTANT** – ZETA

1. SEO Assistant- I am given a monthly budget where I control all SEO and SEM, paid and organic, and ensure to receive better results than in past months, always aiming to increase results for a lower amount inputted. I also manage all Social Media and advertising platforms.
2. IT Assistant- Managing all websites, domains, and servers related to the company.

13 JUN 2021 – JUN 2022 – St. Julian's, Malta

**APPLICATION DEVELOPER & WEB DEVELOPER** – INOONA

App Dev

1. My main position was to work on the front-end of the application, The head of UI was my role where I managed the appearance of the application using applications such as Figma and coding languages such as HTML, CSS, and JS.

2. App Backend, I assisted with some of the core features of the application, this was done with PHP and MySQL.
3. App Servers, ensuring that backups were constantly being taken, clearing storage, and managing the database on PHPMyAdmin.
4. Managed two interns over the code implemented into the application, analyzing and funneling through their code in order for the least bugs possible.

Web Dev:

1. During my duration as a Software Developer at Inoona, I also got myself involved in the web development of the website, I solely created this website from scratch using HTML 5, and CSS 3 together with Javascript. The website could be seen through the link below:

<https://tmp.inoona.com/>

Core Languages used during my duration were: HTML 5, CSS 3, PHP, MySQL, and JavaScript.

## ● PROJECTS

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31 AUG 2018 – 30 DEC 2018

### **HomeOfGamers (Website)**

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This was my first E-commerce Project which got me involved in Web development where I set up a website under the domain of [www.homeofgamers.com](http://www.homeofgamers.com), which I had used as a source of income selling gaming equipment online whilst I had started my computing studies.

MAR 2019 – JUN 2019

### **King Kong Side Scroller (2.5D Unity Game)**

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My first-year project was to create a side scroller of King Kong Battling objects being thrown toward him together with a helicopter constantly attacking, where the user would have to dodge the obstacles and take down the helicopter in order for them to complete the level.

MAR 2021 – JUL 2021

### **The Great Siege (Unity Game)**

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Platformer game made for my 2nd-year project.

30 JUN 2021 – 29 AUG 2021

### **Me&You (Website)**

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My Aunt has her own app in the works, and I was asked to create a website for the app strictly through code using HTML, CSS & JS.

The website is completed, waiting for app completion for links.

JAN 2022 – MAY 2022

### **Thesis/Dissertation- THE USE OF GAMIFICATION IN A POST-COVID ERA**

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The core of my dissertation was on the basis of The Use of Gamification in a Post-COVID Era. Throughout this study, I tackled the lack of motivation of employees during and post COVID and how companies could cater to this and find gamified methods in order to receive the best results possible from their employees.

I created a Projects & Task Manager using PHP, where employees could enter the projects, tasks, and goals of the company provided to them, which they could then use as a focus for them to complete their work, the user is rewarded per project, task or goal completed together with the recognition of their work presented to the other employees. This ensures that hard work those not go unnoticed and people are rewarded on the basis of the effort they put into their work.