

# Simon Cutajar

## Curriculum Vitæ

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*“Always desire to learn something useful.” – Sophocles*

## Summary Statement

Well-educated games designer and developer with strong communication and interpersonal skills capable of working independently.

## Computer Skills

Programming Languages	C#, Java, ActionScript 3.0, PHP, Javascript	Database Languages	MySQL
Web Development	HTML, XML, CSS, JSON	Game Development	PhaserJS, Flixel, Unity
Office Automation	L <sup>A</sup> T <sub>E</sub> X, Microsoft Office	Use of Operating Systems	MS Windows, Ubuntu, Google Android
Version Control	Git, Mercurial	External Libraries	Laravel, Apache Cordova (PhoneGap)

## Education

2015 – Present **Doctorate Degree**, *The Open University*, Milton Keynes, United Kingdom.  
PhD, Automatic Generation of Music For Computer Games

**Supervisors:** Robin Laney, Alistair Willis

2011 – 2013 **Master’s Degree**, *IT University of Copenhagen*, Copenhagen, Denmark.  
M.Sc. IT in Games (Technology stream) (*cand.it spil*)

**Thesis:** *Reinterpretation of Music According to Visual Cues in Virtual Spaces*  
**Average Grade:** 10 (Danish 7-point grading scale) / B (ECTS Grading Scale)  
**Supervisors:** Julian Togelius, Mark J. Nelson

2008 – 2011 **Bachelor’s Degree**, *University of Malta*, Tal-Qroqq, Msida, Malta.  
B.Sc. (Hons.) Information and Communication Technology

**Thesis:** *Information Extraction Over the Internet for a Dynamic Game*  
**Classification:** Second Upper  
**Supervisor:** Alexiei Dingli

## Languages

Maltese	<b>Native</b> (European Level - C2)	English	<b>Proficient</b> (European Level - C2)
French	<b>Intermediate</b> (European Level - B1)	Italian	<b>Beginner</b> (European Level - A2)
Danish	<b>Beginner</b> (European Level - A2)		

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## Experience

### Work Experience

- October 2015 – Present **IT Support and Toolkit Development**, *Three Dragons*, Milton Keynes, UK.  
I am responsible for maintenance and development of the Three Dragons toolkit. I mainly use VBA and work inside Excel.
- December 2014 – September 2015 **Applications Developer**, *FortyTwo Telecom*, St. Julian's, Malta.  
I created a series of modular web services in Java that were used in the company's client registration and number lookup systems, as well as completely revamped their existing invoicing system. I was also in charge of front-end development for the company's instant messaging gateway within the existing client's control panel. I also did bug fixing on a number of applications in Java and PHP.
- May 2014 – Present **Founder, Site Administrator**, *GameDev.com.mt*, Qawra, Malta.  
I founded and built a website called *GameDev.com.mt* which aims to serve as a central hub for game development on the Maltese Islands. The website was built using a PHP backend (using the Laravel framework) and an HTML5/Javascript frontend.
- August 2013 – September 2014 **Web Developer**, *ICT2Biz*, Pietà, Malta.  
I was responsible for designing and developing several backend systems for large systems using PHP. Such systems included a POS system, a hotel management system, a digital books system for use in schools, and a cross-platform ebook reader for mobile devices for a prominent local publisher. I was also responsible for the choice of tools, as well as guiding the rest of the team.
- August 2012 – January 2013 **Teaching Assistant**, *IT University of Copenhagen*, Copenhagen, Denmark.  
Teaching assistant for the Master's course "Introductory Programming", which was taught in Java. I assigned exercises to the students, led the tutorial sessions, sat with them if they had any problems, corrected exercises and gave feedback.
- June 2012 – July 2013 **Student Developer**, *Savivo A/S*, Bispebjerg, Copenhagen, Denmark.  
I did bugfixing for the Mingoville MMO and other educational games in ActionScript 3 and Lua, and wrote some integrational tests for the Mingoville MMO backend. I also cleaned up and tweaked sounds that were eventually released in the Mingoville Preschool app.
- January 2012 – Present **Co-Founder, Game Developer, Public Relations Officer**, *Kvasir Games*, Copenhagen, Denmark.  
I'm responsible for the design and development of our games. I am also responsible for public relations by keeping the website and social media channels updated frequently, as well as engaging with others in the community.
- July 2009 – September 2009 **IT Services Team**, *Malta Communications Authority*, Valletta, Malta.  
*Student Summer Placement*  
I was responsible for maintaining a contact database, as well as creating several procedures for it to function better. I was also responsible, together with other colleagues, in designing a newsletter mailing system and in researching e-mail encryption techniques.
- June 2006 – July 2011 **Waiter/Barman**, *Luzzu Restaurant and Lido*, Qawra, Malta.  
I gained invaluable experience in working in a team and communicating with other people. I was responsible for stocking and working behind the bar and cash, as well as serving customers and keeping my work area clean.

### Organizational Experience

- September 2013 – January 2015 **Malta Global Game Jam Organizer**, *Malta Global Game Jam*, Msida, Malta.  
I joined the team as one of the organizers in collaboration with the Institute of Digital Games at the University of Malta. I was responsible in finding suitable speakers from local game development companies to give microtalks at the event. I was also responsible for promoting the event to different audiences, allowing us to sell out at 40 tickets. I helped organise the 2014 and the 2015 editions of the Malta Global Game Jam.
- September 2011 – February 2013 **Nordic Game Jam Volunteer**, *IGDA.dk*, Copenhagen, Denmark.  
As part of the organizational and volunteering team, I conducted interviews with people. I also helped out in the kitchen during the actual event. I volunteered for the 2012 and 2013 editions of the Nordic Game Jam.

## Selected Ludography

- 2016 (in development by Kvasir Games) **Hulda, Made using Unity.** A point-and-click adventure game set in the Scandinavian settlement period where players control Hulda, a deaf Viking girl. Players must help Hulda save her village after seeing visions of an endless winter and an impending Ragnarok. This game is still in development, but was recently awarded 10,000 DKK from the Danish Film Institute for concept development.
- 2014 (self-published by Kvasir Games) **Wanted: Igor!, Board Game.** A monster building card game for families where players play as Dr. Frankenstein's assistants. Made in 48 hours with a team of 5 during the Nordic Game Jam 2013. The game was a top 11 finalist, and won *Best Sellable Board Game*, as well as being an *IndieCade 2014 Official Selection*. The game was produced and self-published by Kvasir Games and is available for sale at Denmark's largest hobby store, *Faraos Cigarer*.
- 2012 (unreleased) **Florian's, Made using Unity.** A 3D puzzle platformer with no direct combat set in a steampunk circus environment. Created for the Game Development course at ITU Copenhagen. I was the project manager, sound designer and music composer in a team of 8 people.
- 2012 (unreleased) **Mussades, Board Game.** An Arabian themed race-to-the-finish board game using hexagonal tiles. Made in 48 hours with a team of 5 during the Nordic Game Jam 2012. The game was a top 12 finalist, and won *Best Board Game* and *Jury's Choice Award by David McCarthy, GREE*.

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## Other

Driving License Category B

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## Personal Interests

Game Development and Design  
Computational Creativity  
Procedural Content Generation  
Mobile Environments

Educational Games  
Music  
Artificial Intelligence  
Persuasive and Serious Games

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## Updated

Last updated: February 12, 2016