

Simon Cutajar

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Summary Statement

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

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 ^A T _E X, Microsoft Office	Version Control	Git, Mercurial

Education

- 2015 – 2019 (expected) **Doctorate Degree**, *The Open University*, Milton Keynes, United Kingdom.
PhD, Automatic Generation of Dynamic Musical Transitions in Computer Games
- 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*
- 2008 – 2011 **Bachelor's Degree**, *University of Malta*, Tal-Qroqq, Msida, Malta.
B.Sc. (Hons.) Information and Communication Technology

Experience

- Oct 2015 – Present **IT Support and Toolkit Development**, *Three Dragons*, Milton Keynes, UK.
○ Responsible for maintenance and development of the Three Dragons toolkit
○ **Tools used:** Visual Basic Advanced, Microsoft Excel
- Dec 2014 – Sept 2015 **Applications Developer**, *FortyTwo Telecom*, St. Julian's, Malta.
○ Created modular web services used in client registration and number lookup systems, and revamped existing invoicing system
○ Responsible for front-end development for instant messaging gateway within client control panel
○ **Tools used:** Java, PHP
- Aug 2013 – Sept 2014 **Web Developer**, *ICT2Biz*, Pietà, Malta.
○ Designed and developed point-of-sales system, hotel management system, digital books system for schools, and cross platform e-book reader for mobile devices for a prominent local publisher
○ **Tools used:** PHP (Laravel), Java
- Jun 2012 – Jul 2013 **Student Developer**, *Savivo A/S*, Bispebjerg, Copenhagen, Denmark.
○ Bugfixing and integrational tests for Mingoville MMO, Mingoville FunClock, and other educational games
○ Sound design for sounds that were eventually used with the Mingoville Preschool app
○ **Tools used:** ActionScript 3, Lua

Entrepreneurial

- May 2014 – **Founder, Site Administrator**, *GameDev.com.mt*, Qawra, Malta.
Present
- Founded a website called *GameDev.com.mt* aimed to served as a central hub for game development in the Maltese islands
 - Consulted *Business Leaders Malta* as part of a 2018 *Malta Enterprise* tender regarding funding for the games industry in Malta
 - Website built using PHP (Laravel) and HTML5/JavaScript
- Jan 2012 – **Co-Founder & Game Developer**, *Kvasir Games*, Copenhagen, Denmark.
Present
- Co-founded *Kvasir Games* as a team of 5 people and self-published *Wanted: Igor!*, releasing the game to the Danish market
 - Attended several industry events to promote the game, including Essen 2014 in Germany and IndieCade 2014 in Los Angeles, California

Positions of Importance

Jury, for the following festivals and events:.

- IndieCade 2018, Culver City, Los Angeles, California, USA
- Yonderplay 2018, Copenhagen, Denmark (organised by the Copenhagen Game Collective)
- Nordic Game Sensation 2017, Copenhagen, Denmark (organised by the Copenhagen Game Collective)

Organisation, for the following game jams:.

- Mediterranean Game Jam 2015, Valletta, Malta
- Malta Global Game Jam 2014 – 2015, Msida, Malta
- Nordic Game Jam 2012 – 2013, Copenhagen, Denmark

Selected Ludography

- 2016 **Hulda**.
(unreleased, Kvasir Games)
- 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
 - Awarded 10,000 DKK from the Danish Film Institute for concept development
 - **Role:** Game programmer
 - **Tools used:** Unity
- 2015 **Tiresias**.
(unreleased)
- Audio game without visuals where players use an echo-location mechanic to guide their character safely through the world
 - Awarded 2nd place for the popular vote at the Mediterranean Game Jam 2015
 - **Role:** Game programmer, game designer
 - **Tools used:** Unity
- 2014 **Wanted: Igor!**, *Board Game*.
- Kid-friendly monster-building card game where players play as Dr. Frankenstein's assistants
 - Made in 48 hours, top 11 finalist and won *Best Sellable Board Game* at the Nordic Game Jam 2013
 - IndieCade 2014 Official Selection in Culver City, Los Angeles, California, USA
 - Produced and self-published by Kvasir Games
 - **Role:** Game designer
- 2012 **Mussades**, *Board Game*.
(unreleased)
- Arabian themed race-to-the-finish board game using hexagonal tiles
 - Made in 48 hours, top 12 finalist, and won *Best Board Game* and *Jury's Choice Award by David McCarthy*, *GREE* at the Nordic Game Jam 2012.
 - **Role:** Game designer

Languages

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