Andrew Calleja

Email drewcalleja@gmail.com
Website www.andrewcalleja.com
LinkedIn www.linkedin.com/in/andrewcalleja
Repository https://github.com/xenoblitz
Mobile (+356) 9983 9995, (+34) 634 480 030
Skype dru.calleja
Address Carrer del Brosolí, 5, 4º, 1ª , 08003 Barcelona, Barcelona, Spain

Overview

Being interested in games at a very early age, I decided to study software development as a practical career path leading to game development. I have completed a masters by research focused on the rapid prototyping of game scripting languages via language embedding. Out of my ten years work experience, I have worked for eight years in the games industry. Currently, I am working as a game developer in a Spanish company based in Barcelona called Socialpoint. Socialpoint makes part of Take-Two Interactive. I work on my own initiative, can work alone or as part of a team, and I am willing to learn and adapt based on the company's needs. The future role I am aiming for is that of eventually becoming a lead game programmer/architect.

Technical Skills

Game Engines	Unity3d, Other Proprietary Game Engines
Major Plugins	Unity3d: PlayFab, Photon, PlayMaker
Programming Languages	C#.Net, Javascript, Ruby, Java, Haskell, C, C++, Objective-C, Kotlin, Swift, SQL, PL/SQL, VB.Net, Pascal
IDEs and Platforms	JetBrains Rider, Visual Studio Code, MS Visual Studio, MonoDevelop, MS SQL Server, Eclipse, MySQL, Borland JBuilder, Dev-C++, Netbeans, PowerBuilder, Oracle
Source-Control	Git, Perforce, Mercurial, Subversion, SourceSafe
Other Technologies	Google Cloud, JSON, MS Azure, XML, Web Services, Google Web Toolkit
Development Methodologies	Agile
Project Management Tools Used	Asana, Atlassian Jira, DevSuite
Others	Gitbook, Google Sites, Atlassian Bamboo, Atlassian Crucible, Technical Design Documents, Game Design Documents

Work Experience

Socialpoint, Spain

Software Developer | June 2019 - Present| Full-time

As part of Socialpoint, I have been working as an active member in two different high performance team types: one type focused on rapid game prototyping and another type focused on game production with the aim of launching the next trend-setter game. My main duties here include:
- Aiding with ideation of new game ideas
- Pitching game ideas
- Attending and supporting in game design discussions
- Implementing prototyping plans to help prove/disprove fun

- Engaging in technical planning and design
- Implementing game systems designs
- Implemented UI/UX designs
- Implementing common code and 3rd party code integrations
- Solidifying prototype code into code that can be ported and re-used in other games
- Fixing bugs and implementing quality-of-life improvements
- Providing feedback on all aspects of the game from the perspective of a developer and that of a player
- Various tasks related to preparing a game for launch
- Supporting in post-launch measuring and data gathering

Titles worked on and helped ship: **Various**

FRVR, Malta

Software Developer | February 2018 - May 2019| Full-time

As part of FRVR, I formed part of a distributed team consisting of both internal and external developers that worked on a number of game titles. These titles ranged in complexity but all focused on fun, engaging gameplay and were made available across various platforms, including: Facebook Instant, Mobile (iOS/Android), Web and Facebook Canvas. Here my main duties included:
- Updating the internal tools by:
  - Adding new systems/APIs to the engine that aided internal/external developers to develop games
  - Maintaining existing systems/APIs of the engine by updating their features or by improving them
  - Documenting the above systems/APIs for use or ease of extension by other developers
  - Adding to and updating backend services and data stores
  - Performing fixes to remove bugs and improve stability
  - Adding and maintaining support of various build configurations
  - Refactoring code to improve its quality, readability and future maintenance
  - Supporting the engine-release cycle
- Working on various game titles by:
  - Updating them to support new engine features
  - Performing fixes to improve them and remove bugs
  - Adapting them in order to support current and new platforms
  - Profiling them to detect bottlenecks in order to improve and optimize them
  - Finalizing them by performing their application setup on relevant platforms
- Aiding with QA and live-operations by:
  - Testing new and updated games on various platforms
  - Releasing new games and updating previously-released games on various platforms
  - Implementing and releasing various live-environment tests to measure performance
- Interacting on a daily basis with other developers, QA and product owners
- Using various languages to support in full stack development, including:
  - Javascript (games and engine)
  - Ruby (build system and backend)
  - Java/Kotlin/Objective-C/Swift (minor, platform support)

Titles worked on and helped ship: **Various**

Flying Squirrel Games, Malta

Senior Software Developer | January 2016 - January 2018 | Full-time

Software Developer | March 2015 - December 2015 | Full-time

As part of Flying Squirrel Games, I worked in a small international team of very dedicated game developers wishing to create fun games for kids and adults. Here my main duties included:
- Interacting on a daily basis with other developers such as designers, artists, other programmers and QA in order to design and deliver the required game features
- Helping with feature estimations and work break-down

- Helping the team making use of SCRUM for project management
- Using C# with Unity and various 3rd party add-ons including Photon, PlayFab and PlayMaker
- Using Javascript/MS Azure technologies for server-side scripting
- Implementing various networked game systems, prototypes, game-play logic and designer tools
- Implementing the game's UI, the back-end stack and user-data persistence
- Implementing shared code-organization between different projects
- Performing any necessary bug-fixes
- Mentoring more junior developers in software development
- Helping with version-control management
- Writing of basic shaders
- Helping with improving the game performance by performing optimizations

Titles shipped: **Airside Andy (MMO), Canna Farm (Plant Simulator/City-builder)**
Titles worked on: **Dirt Trackin' Sprint Cars (Racing)**

Exient, Oxford & Malta

Junior Software Developer | February 2014 – February 2015 | Full-time
At Exient, I had the great opportunity of working in a team of incredibly talented individuals on the popular free-to-play title Angry Birds GO! My main duties here included:
- Interacting on a daily basis with other developers such as designers, artists, other programmers, writers, sound-engineers, QA and producers in order to deliver the required features
- Helping with feature estimations and work break-down
- Using C++ with XGS and C# with Unity
- Helping with the implementation of various gameplay features, including: adding/updating game-logic, creation of and updates to UI screens and adding sound triggers
- Helping maintain quality code by requesting and performing code-reviews
- Helping improve the quality of the game by helping with testing and performing various bug-fixes
- Helping spreading knowledge via mentoring and documentation-writing

Titles worked on: **Angry Birds GO! (Racing)**

TRC Family Entertainment, Malta

Software Developer | January 2012 – January 2014 | Full-time
At TRC, I was an integral part of a multi-disciplinary team working on an undisclosed, cross-platform (web-player, standalone client and iOS app) MMO Title and various other supporting mobile platform apps targeted at families and children. My main duties here include:
- Interacting on a daily basis with other developers such as designers, artists, other programmers, writers, sound-engineers, QA and producers in order to deliver the required features
- Helping with feature estimations, negotiating feature priority and scope in order to mitigate risk and hitting deadlines
- Using C# with Unity and various 3rd party add-ons including uLink and PlayMaker
- Implementing various networked game systems, prototypes, game play logic and designer tools
- Implementing shared code-organization between different projects and helping with version-control management
- Helping with the implementation of the game's UI, the back-end stack and user-data persistence
- Helping maintain the build system
- Code-reviewing other developers' code
- Mentoring more junior developers in software development
- Documenting systems and procedures in order to distribute knowledge
- Creating Technical Design Documents
- Assisting in the interviewing process to hire other developers

Titles shipped: **The Wishingtooth Storybook Adventure (Storybook)**
Titles worked on: **Wishingtooth World (MMO)**

GFI, Malta

Software Developer | January 2011 – December 2011 | Full-time
Worked on partner-empowering solutions and various company-wide business applications.

University of Malta, Malta

Tutor for Undergraduate Students | October 2008 – September 2010 | Part-time
Tutored first year and second year BSc ICT undergraduates in functional programming and Haskell.

Malta Information Technology Agency (MITA), Malta

Software Developer | August 2007 – August 2008 | Full-time
Worked on a payroll, personnel and merchant administration system used by the Malta Customs Department.
Software Developer | July – August 2005, July – September 2006 | Full-time (Summer Student)
Worked on multiple systems spanning various Maltese government ministries.

Education

University of Malta, Malta

Master of Science in Information Technology | 2008 – 2010 | Distinction

A research masters in computer science and artificial intelligence which focuses upon the technique of language embedding applied to the domain of game-scripting.

Dissertation: **Embedded Scripting Languages for Game Artificial Intelligence**

Bachelor of Science in Information Technology (with Honours) | 2003 – 2007 | Second Class Upper

A taught degree which encompasses various aspects of Information and Communication Technology where I specialized mainly in computer science and artificial intelligence.

Dissertation: **Model Checking Games**

Publications

- **A Domain-Specific Embedded Language Approach for the Scripting of Game Artificial Intelligence**
  with Gordon Pace, in the Proceedings of the University of Malta Workshop in ICT (WICT'09), 2009
- **Scripting Game AI: An Alternative Approach using Embedded Languages**
  with Gordon Pace, in the Proceedings of the University of Malta Workshop in ICT (WICT'10), 2010

References

Available upon request.

Personal Interests

- Gaming
- Socializing with friends
- Programming
- Fantasy art
- Squash
- Reading tech, fantasy and historical fiction books/magazines/blogs
- Reddit

Languages

- Native tongue: English, Maltese
- Proficient: Italian
- Basic: Spanish, German