Andrew Calleja

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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 seven years work-experience, I have worked for five years in the games industry. Currently, I am working as a generalist game developer in a small game development start-up based in Malta. 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, XGS
Major Plugins	PlayFab, Photon, PlayMaker
Programming Languages	C#.Net, C++, Javascript, C, Java, Haskell, SQL, PL/SQL, VB.Net, Pascal
IDEs and Platforms	MS Visual Studio, MonoDevelop, MS SQL Server, Eclipse, MySQL, Borland JBuilder, Dev-C++, Netbeans, PowerBuilder, Oracle
Source-Control	Perforce, Mercurial, Subversion, SourceSafe
Other Technologies	JSON, MS Azure, XML, Web Services, Google Web Toolkit
Development Methodologies	Agile (SCRUM)
Project Management Tools Used	Atlassian Jira, DevSuite
Others	Google Sites, Atlassian Bamboo, Atlassian Crucible, Technical Design Documents, Game Design Documents

Work Experience

Flying Squirrel Games, Malta

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

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

As part of Flying Squirrel Games, I am part of a small international team of very dedicated game developers wishing to create fun games for children and adults. Here my main duties include:

- 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 Play With Friends**, **Canna Farm**
Titles supported: **Dirt Trackin Sprint Cars**

Exient, Oxford & Malta

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!**

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** (uncredited)
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

- English (Native tongue)
- Maltese (Native tongue)
- Italian (Proficient)
- German (Basic)