

maria camenzuli

software developer, www.purpledevcat.com

personal profile

I am a software developer looking to join the games industry, which has always been my dream. The idea of one day making games was what originally drove me to start programming.

My colleagues have described me as someone who loves technical challenges and delivers on them, has a fantastic eye for quality code, understands issues and is good at communicating technical solutions to both technical and non technical colleagues, and is always happy.

interests

♥ Game Development, Software Craftsmanship, Automated Verification, Computer Graphics

Gaming, Literature, Travel, Meditation

programming

Java (proficient)
C++, C#, JavaScript (average)
Python, Bash (rudimentary)

technologies

Unity Game Engine, Git, Jenkins, Docker, Spring, RabbitMQ, MySQL, Maven, Gradle, Windows & Linux Operating Systems

currently reading

Programming Pearls
by Jon Bentley

personal information

Date of Birth: 21st Feb 1993
Nationality: Maltese

contact

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education

Sep 2018 – **Master of Science in Computer Games Technology (in progress)** [Abertay University](#)

Sep 2019 Programming for Games (Grade A+), Network Game Development (Grade A+), Applied Mathematics and Artificial Intelligence (Grade A+), Advanced Procedural Methods (Grade A+), Game Design and Development (not yet graded), Research Methods (not yet graded).

Oct 2011 – **Bachelor of Science (Hons.) in ICT, First Class Honours** [The University of Malta](#)

Sep 2014 Computer Science and Artificial Intelligence Stream
Dissertation titled "Temporal Filtering for Minimizing Artifacts in Progressive Rendering of Animations".

experience

Jan 2017 – **Systems Developer** [Casumo Services Ltd.](#)

Present Backend Development

- Working on an event sourced CQRS system with a microservice architecture.
- Involved in work done to automate processes that ensure the system is always compliant with industry regulations.
- Practising DevOps, continuous integration, and continuous delivery.
- Working in a self-driven environment of developer anarchy.

Jan 2016 – **Software Developer** [Ixaris Systems Ltd.](#)

Dec 2016 Full Stack Development

- Involved in efforts to improve code quality and promote software craftsmanship.
- Involved in the development of a new microservice based platform.
- Worked in a team that used the Scrum methodology.

Jul 2014 – **Junior Software Programmer**

Dec 2015 Full Stack Development

- Tasks varied from work on APIs and web applications, to much lower level platform concerns such as dynamic currency conversion in financial transactions.
- Acted as a technical lead on one of the company's major client projects.
- Was involved in the design of the company's first set of RESTful APIs.
- Joined a cross-functional team which regularly monitor and seek to improve system performance.

Summer **Research & Development Intern**

2013

- Researched various front-end frameworks and content management systems.
- Developed proof of concepts using these technologies to assess their viability for use in the development of simple, and brandable web applications.

awards

2019 **Search for a Star Programming Finalist** [Grads in Games](#)

Judged on a C++ test and the creation of a Unity project to an industry-written brief.

2017 **Certificate of Achievement for the Online Qualification Round** [Google Hashcode](#)

Ranked #453 out of over two thousand teams.

2016 **Certificate of Achievement for the Online Qualification Round** [Google Hashcode](#)

Ranked #470 out of over a thousand teams.

2015 **Game Development Challenge Second Place** [Saint Martin's Institute of Higher Education](#)

Submitted a game built for Android using Unity.

2014 **Game of Codes Industry Category Winner** [ICTSA, The University of Malta](#)

The problem for this year, titled "Oscar's Clippers", consisted of sorting a short video clip with its frames jumbled up in a random order.