



SIMON VAN DER WEELE

LEAD GAME DEVELOPER

EXPERIENCE

Just Slots Ltd

Lead Game Developer

Remote

01/2025 - Present

- Update stakeholders every other day
- Plan upcoming sprint work and road map with stakeholders
- Work on new game features
- Work closely with artists to resolve any issues
- Manage the development and deployment of multiple games

Just Slots Ltd

Senior Game Developer

Remote

11/2024 - 01/2025

- Worked on several new games features
- Led the development of one of the games from start to finish
- Work closely with artists to resolve issues with assets
- Write unit tests to cover new functionality
- Work with Figma to design and maintain game elements

Betsson Group

Full Stack Team Lead

Ta' Xbiex, Malta

03/2024 - 11/2024

- Managed an awesome team of individuals
- Led stand-ups, retrospectives and grooming sessions
- Assessed the incoming work and prioritised accordingly, pushing back when it is not possible to fit into current sprint
- APIs deployed using Docker & Kubernetes

Core

Backend Engineer

Ta' Xbiex, Malta

01/2023 - 03/2024

- Upgraded and migrated critical systems from legacy
- Improved our systems by adding unit and integration tests
- Assisted in updating API documentation
- Assisted in decomposing an API into multiple micro-services
- Preparation and deployment of all back-end systems
- Integrated metrics and created observability dashboards in Grafana to monitor critical systems
- Designed and performed load tests in preparation of high traffic events such as the EURO/COPA league

Global Initiatives

Software Engineer

Ta' Xbiex, Malta

07/2022 - 01/2023

- Led investigations and integration of new authentication provider based on OIDC
- Oversaw and managed the release of a live monolithic API serving more than 15 sites
- Assisted in updating the team's documentation around brand creation
- Back-End: .NET Framework, .NET Core, C#
- Front-End: Angular

Casasoft

Full Stack Team Lead

Remote

10/2021 - 07/2022

- Coordinated deliverables with PO and delegated tasks accordingly
- Lead daily stand-ups and established deliverables and deadlines
- Introduced and documented new workflows and deployment strategies

CONTACTS

@ vanderweelesimon@gmail.com

<https://www.linkedin.com/in/simon-van-der-weele-69b28896>

Luqa, Malta

SUMMARY

Always eager to learn and improve. Very proactive and passionate about what I do. Not afraid to go the extra mile.

LANGUAGES

ENGLISH Native ● ● ● ● ●

MALTESE Native ● ● ● ● ●

SKILLS

Adobe Flash · Audacity · AWS · C/C++ · C# · Docker · GCP · GitHub · Grafana · Java · Jira · Kubernetes · NestJS · Next.js · Octopus · Photoshop · Prometheus · React · Scrum · Serverless · TeamCity · Unit Testing · Unity · Unreal Engine · .NET Core · .NET Framework · Node.js · Back Office · Microservices · NET · Pixi.js · Figma · Unity · Angular · C# .NET

FIND ME ONLINE

LinkedIn

<https://www.linkedin.com/in/simon-van-der-weele-69b28896>

Github

<https://github.com/svanderweele>

FIND ME ONLINE

- **AWS Certified Cloud Practitioner**

<https://www.credly.com/badges/9db49586-c01f-48f1-aedf-2ec2ec2a6b9a>

- **Indie Game Projects**

<https://docs.google.com/document/d/1jMdH1aIYiP142keS9J2gxAhtCOi9rvD6mH3cDMp4AC8/edit?usp=sharing>

INTERESTS

- **I would love to open a dog shelter**
- **Journaling**
- **Reading**
- **Strength Training**

EXPERIENCE

Casasoft

Full Stack Developer

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04/2021 - 10/2021

- Built a frontend application in Angular
- Built an API to server the front-end using node.js and Serverless Framework
- Refactored the API and Frontend for a live casino site
- Created and maintained pipelines on GitHub and AWS CodeBuild
- Back-End: Nest.js and Serverless Framework for Deployment to AWS
- Front-End: Angular

Kanon Gaming

Full Stack Developer at YoBetIt

San Gwann, Malta
06/2020 - 12/2020

- Migrated a live casino site from react with custom SSR solution to next.js
- Built a back office for a live casino site in nest.js
- Built an API which integrates with a third party lottery provider using nest.js and react
- Deployed onto Google Cloud Platform

Self-Employed

Game Developer at Self-Employed

01/2010 - 12/2019

- Programmed in Java, .NET, C++ and Flash/AS3
- Involved in all aspects of development from design, to art, to sound and programming
- Please find some of my projects here
- Coding: C# .NET Framework, Java, AS3, C++
- General: Unity, Unreal Engine, Godot, Photoshop, Audacity, Adobe Flash (now Animate)

EDUCATION

SEC at Saint Ignatius College Boy's Secondary School

Qormi

Matriculation Certificate for: Maths

01/2007 - 12/2012

- English, Computer Studies, Physics

Amazon

AWS Certified Cloud Practitioner at Amazon

06/2022

University of London

MsC in Computer Science

10/2022 - Present

- Virtual Learning <https://www.london.ac.uk/courses/msc-computer-science>