



Jean-Luc Portelli M.Sc. Digital Games

Designer – Artist – Developer

Personal Details

Nationality: Maltese

D.O.B: 7th February 1987

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I am creatively and technologically inclined and always looking for new projects and challenges to take on. I have worked in administration, web development, teaching and tech support, while also handling a variety of projects on a freelance basis. My diverse array of skills make me versatile and adaptable to various roles.

Work Experience

2015 to date : Freelance Designer & Artist

Illustrations and design projects for individuals and small businesses

2011 – 2013 : Domain Group

Lecturing in ICT and handling of related administrative tasks

2010 – 2013 : Freelance IT Support

Consultation, teaching and tech support for individuals and small businesses

2009 – 2010 : MITA

Administrative & consulting assistant in Enterprise Architecture

2005 – 2009 : ICT Student's Association

Student Representation and organization of events related to games and education

Personal Projects and Interests

Organizing gaming-related events for the general public and existing gaming communities

Designing and discussing experimental games and game design methodologies

Designing and producing promotional materials for events and businesses

Building and maintaining Linux servers

Additional information, certificates and references are available on request.

Education

2013 – 2015 : M.Sc. Digital Games

University of Malta
Passed with Distinction

2005 – 2009: B.Sc. ICT

University of Malta
Passed with Second class Honors

Main Skills and Competences

Art & Design

Photoshop & Illustrator
Character Design
Comics & Story Illustration
Logo & Website Design

ICT & Computer Science

Software Engineering
Python, C#, Java
PHP, HTML, CSS
Web server maintenance

Games

Board Game Design
Video Game Design
Game Maker & Unity
Focus Group Testing

Organizational

Events Organization
Teaching & Training
User Support
Documentation