

# AXEL TABONE

## PHONE

(+356) 7935-1987

## EMAIL

axeltabone10@gmail.com

## WEBSITE

[Portfolio - Axel Tabone](#)

## LANGUAGES

Maltese (Native)

English (B2)

## SKILLS

Adobe Suite

Unity Engine (2D & 3D)

Unity Certified Associate

Game Design

HTML5 / CSS / JavaScript

C#

NextJS

React

TailwindCSS

Bootstrap

## EDUCATION

2021 - Present | MQF Level 6

**Bachelor of Science (Honours) in  
Multimedia Software Development**

MCAST

2019 - 2021 | MQF Level 4

**Advanced Diploma in Multimedia  
Software Development**

MCAST

2017 - 2019 | MQF Level 3

**O-Levels | English Language,  
Mathematics, Physics, Computer  
Studies, Design and Technology**

STMC, Carlo Diacono, Secondary School,  
Zejtun

## QUALIFICATIONS

Unity Certified Associate: Game Developer

European Computer Driving License

## WORK EXPERIENCE

2024 - Present

### Port Security Officer

Valletta Cruise Port PLC

- Ensured reliability and professionalism in a high-responsibility environment while balancing studies in software development.
- Strengthened communication, teamwork, and problem-solving skills in fast-paced, client-facing conditions.
- Maintained excellent attendance and accountability across 12-hour shifts, demonstrating consistency and dedication.

2022 - 2024

### Apprentice Software Developer

Buddy Ltd.

Developed and maintained key tools including a Government Bonus Calculator and SEPA File Viewer.

Converted **Maze.Digital** from a drag-and-drop builder to a fully coded Next.js frontend.

Built a supervisor's portfolio site from scratch using React/Next.js.

Contributed to strategic planning and tool modernization for BuddyHR's tech stack.

Gained exposure to secure coding practices and internal system debugging.

- Developed and managed 200+ social media posts and edited 50+ videos to support marketing efforts
- Assisted with strategic initiatives to help drive company growth
- Proactively pursued continuous learning to stay current with BuddyHR's evolving technology

2021

### IT Student Trainee

Ministry for Development, Environment and Climate Change

- Maintained spreadsheets and repaired/assembled computer systems.
- Supported basic tech operations in a public sector setting.

2022

### **The Forgotten Wastes**

Unity, C#, Illustrator, Photoshop, AudioMixer, OOP

Designed and developed a post-apocalyptic shooter inspired by Fallout and Hotline Miami, focused on wave-based survival and score maximization.

- Highlights:
  - Built a complete gameplay loop with enemy waves, pickups, and a high-score system.
  - Implemented player shooting using mouse-targeted prefabs and WASD-based movement.
  - Designed two difficulty-specific maps with unique spawn balancing and escalating enemy intensity.

2020

### **Wreck-Down: Kingdom**

Construct 2, Photoshop, Audacity, Pixel Art, Game Design

Developed a side-scrolling platformer with original assets, sound design, and gameplay systems inspired by retro-style games.

- Highlights:
  - Designed core mechanics: movement, jumping, enemy collisions, score and health tracking, and instant-death zones.
  - Created all visual assets in Photoshop, including characters, backgrounds, and power-ups using pixel art techniques.
  - Animated sprites and UI elements using GIF workflows and timeline-based tweening.
  - Built gameplay logic using Construct 2 event sheets; tested and refined for both desktop and mobile.