

James Mayo <https://www.jamesmayogames.com/>

Skills/Experience:

Software:

- Unreal Engine 5
- Unity
- GitHub
- Visual Studio (2019 and 2022)
- Twine
- Experienced in a variety of programming languages including C#, SQL, Python and HTML, as well as visual scripting in both Unity and Unreal Engine

Specific development experience:

- Top-Down RTS Prototype: Developed a simple prototype to develop an understanding of Unreal Engine's Top-Down template, making use of dynamic materials, behaviour trees and UI.
- Adaptive Prototype: Developed a prototype making use of behaviour trees in Unreal Engine 5 to match a player's gameplay style and engage in decision making around points of cover.
- Traveler 2D/3D: Developed a gameplay prototype in Unreal Engine 5 alternating between 2D and 3D platforming with time dilation as well as a design intended for specific a target audience.
- Codes and Secrets: Developed a gameplay prototype in Unreal Engine 5 to suit a young demographic, with an educational focus on historical codes and secrets.
- Apathetic: Co-developed a tower defence proof of concept in Unity based on the theme of sloth.

Additional:

- Experience using GitHub in both Unity and Unreal Engine 5 (the latter making use of the GitHub desktop app) for the purposes of version control and collaboration.
- Engagement in project management has required the use planning boards such as Trello to maintain a productive workflow.
- Submitted a pitch document for an XR game as part of the 2023 PICO Dev Jam competition.

Education:

University of East London (2021- 2024) Final year BSc Computer Game Development

Expecting to graduate in September 2024, I entered this course with an existing understanding of numerous coding and mathematical principles, largely due to achieving the grades listed below at A Level:

Computer Science (A), Mathematics (A), Further Mathematics (C)