JAMES MAYO

Portfolio: https://www.jamesmayogames.com/

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SOFTWARE AND TOOLS:

Unreal Engine 5, Unity, GitHub, Visual Studio (2019 and 2022), Twine

PROGRAMMING LANGUAGES:

C++, C#, SQL, Python, HTML

PROJECTS:

Adaptive AI 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.

Zaqura: Collaborated to develop a vertical slice in Unreal Engine 5, using an agile development cycle, including black box testing and feedback.

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. Rebuilt using C++.

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. Rebuilt using C++.

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. Rebuilt using C++.

Apathetic: Co-developed a tower defence proof of concept in Unity based on the theme of sloth.

EVENTS:

Tranzfuser 2025: Served a gameplay design/prototyping role in developing a pitch for the 2025 Tranzfuser competition, taking on feedback from a previous submission to reduce project scope and build a turn-based combat system. The pitch video can be found here: https://www.youtube.com/watch?v=9mILat2h4aY

UEL Games and Animation Showcase 2024: Several of my projects were displayed at UEL's course showcase for games and animation, including my Adaptive AI Prototype which earned an award for "Best Technical Implementation".

PICO Dev Jam 2023: Submitted a pitch document for an XR game, designed to make use of PICO's Sense and Interaction packs, placing virtual objects based on the player's physical environment.

EDUCATION:

University of East London (2021-2024) BSc (Hons) Computer Game Development, First Class Graduated 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)