

# DANIEL MAYO

Programmer / Game Programmer

## Portfolio

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## About Me

I'm a dedicated and passionate programmer who specialises in game programming. Over 10 years I've never skipped a beat while learning to code and develop games. I love to solve problems with code and work with others to bring a project to life. As a career, I'd love to learn and explore new technology in the games industry.

## Skills

### Software

- Unity
- URP
- Visual Studio

### Languages

- C#
- C++
- Java

### Source Control

- Merging
- Branching
- Git
- PlasticSCM

### Teamwork

- Sprints
- Standups
- JIRA

## Experience

**Game Programmer** July 2022 – Dec 2022  
Turtle Hat Productions | Retail Wars (Released)

*Steam Link: [Retail Wars](#)*

As my major work for my last year at AIE, I developed Retail Wars, a 2-4 player competitive party game, showcased it at events like Comicon and PAX and successfully released it onto Steam as a complete game. This taught me many skills like advertising and publishing as well as many team-based skills and communication.

**Game Programmer** March 2021 – April 2021  
AltaVR | A Township Tale

After the Internship at AltaVR, I was hired to continue working on the game, doing bug fixes throughout the project. This taught me some new skills for debugging large projects without knowing the codebase entirely.

**Game Programmer** Jan 2021 – March 2021  
AltaVR | A Township Tale | Internship

During my time as an Intern at AltaVR, I helped work on A Township Tale's audio backend and moved the whole system over to Audiokinetic Wwise. I learned to work alongside other programmers to accomplish a task.

## Education

**Advanced Diploma of Professional Game Development, Specialising in Programming**

Academy of Interactive Entertainment  
Jan 2022 – Dec 2022

**Diploma of Information Technology**

Academy of Interactive Entertainment  
Jan 2021 – Dec 2021

**Diploma of Screen and Media**

Academy of Interactive Entertainment  
Jan 2022 – Dec 2022