

Louis Mayes

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Located: Tunbridge Wells, Kent, England

Portfolio: louismayes.xyz

Industry Experience - Staffordshire University

- **MEng Final Year Project - Adventurer's Guild Manager**
 - Fast turnaround on the production of a rapid game prototype between a small group.
 - Research and use of new Unreal Engine features.
 - Focus on optimisation and iteration on systems.
- **Game Feel and Polish - Munitions Officer Simulator**
 - Planning and creation of quality game systems, ensuring high levels of player satisfaction and feedback.
 - Strong utilisation of UI tools to maximise User Experience.
- **Advanced Technical Design**
 - Starfighter Flight Simulator
 - Extensive use of Unreal physics systems, including custom physics assets on Skeletal Meshes
 - Modular Weapons System
 - Focus on user interfaces both in the editor and in-game using a variety of data assets in an adaptable system.
- **Senior Collaborative Project - (Team Leader) Siege and Shield**
 - Organising and managing the overall direction of the project with a variety of teams across multiple disciplines.
 - Overseeing Version Control with many users working simultaneously.
- **BEng Final Year Project - VFX Showreel**
 - Research and Production of a visual showreel of various Unreal Engine systems including Niagara and Chaos.
- **Advanced 3D Games Engines - Gamemode Project**
 - Creation of a local multiplayer game, handling various gamepad inputs simultaneously.

Previous Working Experience

- Cineworld Stoke-on-Trent (2023 - 2024)
- Ember Lounge Bar/Kitchen - Staffordshire University Students Union (2021 - 2023)
- John Lewis at Home Store - Technical Support & Sales (2018 - 2020)
- Clip n Climb Tonbridge (2019)
- Crimson Tide - Software Development Internship (2017)
- Moby Dicks Fish and Chips (2016 - 2017)

Voluntary Work

- Beaver Scouts Young Leader
- Duke of Edinburgh's Award
- National Citizenship Service
- Year 7 ICT Co-Teaching

Personal Skills

Team Working and
Leading
Communication
Adaptable
Logical Mindset
Programmatically Thinking

Technical Skills

Photoshop
Substance Painter
Substance Designer
Blender
3ds Max
Unreal Engine
Python
Javascript/Typescript
HTML/CSS
Git (GitHub, GitLab)

Education

MEng (Hons) Computer
Games Design.
BEng (Hons) Computer
Games Design.
3 A-Levels in Computer
Science, Media Studies &
Business Studies.
9 GCSEs (inc. ICT,
Computer Science, Media
Studies, Maths, Triple
Science & English).