Daniel Mather

Designer - Programmer - Indie Game Lover

Email. ihavemailfor@danielmather.co.uk

Website. www.danielmather.co.uk

ABOUT ME

I am a programmer, designer and all-round lover of games.

I'm a highly motivated individual looking to take my career in the gaming industry and build my skills as a developer.

I have a passion for technology, and I have taken spontaneous trips to Europe, I have also shown my projects at gaming events around the UK.

EDUCATION -

MA Games Development
University of Bolton

2016 - 2017

BSc Games Design University of Bolton 2014 - 2015

HND Games Design University of Bolton 2012 - 2014

SKILLS .

Unity
Unreal
UI / UX
Rapid Prototyping
Photoshop
Affinity Designer
Affinity Photo
C#
HTML / CSS



JOB ROLES

Futurium 2019 - Now

Lead Unity Developer

- Managing a team Research and design Teaching
- Creating editor tools for artists Version control
- Identifying application bottlenecks/bugs
- Refining the system architecture

Futurium

2017 - 2019

Unity Developer

- Design, develop and maintain projects Prototyping
- Version control AR and VR development
- 3D Rendering Problem solving

DXC 2016 - 2017

IT Analyst

- Good Communication Identifying Hardware issues
- Information Gathering Maintaining Accounts
- Tracking and Updating Problems

QUICK FACTS .











ACHIEVEMENTS .

Awards

Won Digital Construction Award (AR App) Aug, 2018

Challenges

Completed Inktober	2018 & 2019
Finished Ludum Dare 34	Dec, 2015
1st Place - Unity Feast Game Jam	Nov, 2015

Exhibiting

Insomnia 52-55	2014 - 2015
MineCon	Jul, 2015
The Gadget Show	Apr, 2015'

INTERESTS













Travelling

VR/AR Enthusiast

Inktober

American Football

Technology

PC Building

REFERNCES

Jack Uglow

Art Lead

Futurium Email: juglow95@gmail.com

Ryan Lever

Tech and Quality Support Lead

Futurium

Email: ryan.lever@techie.com

Chris Bateman Chief Consultant

International Hobo Email: spiral@ihobo.com