

Graham Mace

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Experienced software engineer and technical leader with a strong background in software architecture, cloud computing, and full-stack development, now pivoting into immersive 3D experiences. Proficient in Unreal Engine, C++, and Blueprints, with a solid foundation in creating interactive games and simulations.

Recently completed an intensive career track in game programming, building hands-on skills in game and simulation development. Passionate about video games, 3D graphics, and interactive storytelling, with a proven ability to deliver complex projects, lead cross-functional teams, and drive innovation in both startup and enterprise environments.

Eager to combine extensive software development experience with creative 3D development to craft engaging and immersive digital experiences.

Professional Skills

Core Skills	Technical Leadership, Software Development, Project Delivery, Stakeholder Management, Software Architecture, Domain-Driven Design, Startups
Industry Knowledge	Agile Methodologies, Pair Programming, Test-Driven Development, Test Automation, Unit Testing, Game Engines, Cloud Computing, Cloud Infrastructure, Web Services, Distributed Systems, Continuous Integration, Continuous Delivery, DevOps, Microservices
Tools & Technologies	.NET, Java, C#, C++, Unreal Engine, JavaScript, SQL, NodeJS, Python, HTML, CSS, React, AWS, Docker, Kubernetes, REST, GraphQL, gRPC, Git, TeamCity

Professional Experience

Mar 2025 – Dec 2025	Student	CG Spectrum, Melbourne, Australia
Mar 2025 – Aug 2025	Principal Engineer	MYOB, Melbourne, VIC, Australia
Nov 2020 – Mar 2024	Lead Engineer	Xero, Melbourne, VIC, Australia
Mar 2018 – Nov 2020	Product Architect	Xero, Melbourne, VIC, Australia
Dec 2015 – Mar 2018	Senior Engineer	Xero, Melbourne, VIC, Australia
Mar 2015 – Nov 2015	Senior Developer	WA Police, Perth, WA, Australia
Jul 2014 – Mar 2015	Senior Developer	Sumo Group, Perth, WA, Australia
Feb 2012 – July 2014	Senior Developer	Isobar, Perth, WA, Australia
Aug 2011 – Dec 2011	Senior Developer	iProspect, London, UK
Nov 2009 – Aug 2011	Senior Developer	The Education Company, Kent, UK
Oct 2008 – Sept 2009	Web Developer	Fusion Internet Solutions, Kent, UK
Aug 2007 – Oct 2008	Web Developer	Ideagen, Kent, UK
Feb 2003 – Apr 2007	Web Developer	Freelance, UK

Qualifications

Dec 2025	Game Programming Foundations
June 2025	Game Programming Essentials
July 2024	AWS Certified Solutions Architect - Professional
July 2024	AWS Certified Machine Learning – Specialty
June 2024	AWS Certified Advanced Networking - Specialty
June 2024	AWS Certified Security - Specialty
June 2024	AWS Certified DevOps Engineer – Professional
June 2024	AWS Certified Solutions Architect - Associate
April 2024	AWS Certified Developer - Associate
April 2024	AWS Certified SysOps Administrator - Associate

Education

2025 – 2025	Game Development Foundations, CG Spectrum, Melbourne, Australia
2005 – 2007	BSc Multimedia & Internet Technology, Salford University, UK
2004 – 2005	BSc Computer Science, Salford University, UK
2002 – 2004	HND Software Engineering, Manchester Metropolitan University, UK