

LEWIS HAMMOND

Games Programmer

PERSONAL INFO

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[Available on request]

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PROGRAMMING LANGUAGES

- C#
- C++
- Python 3
- GML (GameMaker Language)
- HTML/CSS

SOFTWARE

- Unity Engine
- JIRA, Confluence
- FogBugz
- Source Control (Git, Mercurial, Perforce)
- Zendesk
- Unreal Engine
- Visual Studio & Rider IDE's
- Adobe Creative Suite

I am a highly motivated programmer who takes pride in producing efficient and manageable code and enjoy working as part of a team towards a common goal. My strong interpersonal skills allow me to explain my views to other team members as well as take onboard feedback. My passion for games and game development have led to the development of my first commercial game project, Galaxy Crash, now available on Steam.

Experience

July 2020 - Present

Developer Relations Engineer (Intern)

Unity Technologies

- Be the first point of contact for developers from Unity's top clients
- Participate in client meetings as a subject matter expert for technical product details
- Investigate, research, debug and solve integration problems, interacting with customers and internal developments as needed
- Efficiently provide technical support and solutions across Unity's deployment platforms and variety of applications
- Solve customer problems via online ticketing and any other appropriate communication medium
- Collaborate with colleagues to ensure team success
- Maintain excellent relations between the Engine Support team and other departments within Unity
- Enhance, expand and develop Unity documentation and other resource materials

2016 -2019

Gameplay Programmer / Project Manager

BubbleMap (Solo Development Project – Galaxy Crash)

- Self-funded Solo Development Project to hire art and sound freelancers
- 2D Top Down Space Action-Adventure Game
- Funded via Kickstarter
- Working as the project manager and programmer in GML
- Released on Steam on August 30th 2019

Education

July 2020 - Present

BSc (Hons) – Computer Games Programming University of Gloucestershire

Current Average Results – 72% (1st Class)

Topics Including:

- Games Production
- Games Engine Programming
- Tools Programming
- Network Programming for Games
- Low Level Programming
- High Level Programming

2016 -2019

A-Levels / GCSEs

Sandown Bay Academy, Isle of Wight

A Levels:

- Computer Science – B
- Physics – C
- Geography – C

8 GCSE's at C or above, including Math's and English

Achievements

Commercial Game Release - 2019

Release of my Self-Funded Development Project, Galaxy Crash on to the Steam Platform

Game Project Demo at Insomnia Gaming Festival - 2018/2019

Exhibiting Galaxy Crash at Insomnia Gaming Festival (i63/i65) in the Indie Zone with Payload Studios

Young Enterprise Regional (Hampshire) Finalist – 2018

IT and Website Manager for Team Wight Bright

Young Enterprise is a program to connect employers and students by giving students skills to take to the workplace.

Professional Training

Leadership Training

Leadership training delivered while I was employed as an Intern at Unity. Teaching the core values of modern leadership: Active Listening, Driving for Alignment, Fierce feedback and Building Relationships.