Lewis Scrivens

Lead Gameplay Programmer

Hi! I'm Lewis, a strong team player who can adapt to any working environment and team. I specialise in gameplay, systems and networking.

I've worked in both small-scale startups and large-scale teams to deliver software and games over the course of my career. I enjoy experimenting with feature development to future-proof business standards of both code and projects alike.

I am always challenging myself and strive for self-improvement in both active personal projects and the workplace. Head over to my website to check out what I have been up to recently.

Employment

BULKHEAD

Lead Gameplay Programmer	[Oct 2024 – Ongoing]
Senior Gameplay Programmer	[May 2022 – Oct 2024]

Project: Wardogs　　　　　　　　　　[April 2023 – Ongoing]

Currently leading development on gameplay features for gunplay and movement systems.

Project: Transformers Reactivate　　　[May 2022 – April 2023]

Gameplay systems for end-game content.

Some include runtime networked level streaming, dynamic enemy systems and custom navigation mesh generation/serialization.

Holosphere

Senior Unreal Developer	[Oct 2021 – May 2022]
Unreal Developer	[Oct 2020 – Oct 2021]

Developed next-generation virtual reality training software using Unreal Engine.

Created in-house plugins for different training solutions. During my time at Holosphere, I lead, developed, and delivered training software to a variety of companies such as, the NHS, BMW, and SPTS to name a few.

D3T Ltd

Associate Programmer　　　　　　　[May 2020 – Oct 2020]

Project: Blood Hunt　　　　　　　　[May 2020 – Oct 2020]

Developed AI bots to fill servers for QA. Later refactored to population bots for filling live servers once I left.

Also worked on network performance and stress testing.

Education

University of Huddersfield:　　　　　[2016 - 2020]

BSc Computer Games Programming - First-Class Honours

Manchester

07365271909

Lewisscrivens@hotmail.com

Lewisscrivens.com

@Lewisscrivens

Skills

Fields

Gameplay
Networking
Systems
Engine
Tools

Languages

C++
C#
Java
JavaScript
Unreal C++

Software / Tools

Unreal Engine
Git / GitHub
Perforce
Unreal Game Sync
Visual Studio
JetBrains Suite
Robomerge
ImGui