

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:

Senior Gameplay Programmer

Project: Wardogs [ April 2023 - Ongoing ]

Gameplay systems and movement implementation.

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


Project: Blood Hunt [ May 2020 – Oct 2020 ]

Developed AI bots to fill servers for QA testing, later rearchitected to population bots for filling live servers. Also worked on network performance and stress testing.

## Education

University of Huddersfield: [ 2016 - 2020 ]

BSc Computer Science with Games Programming - First-Class Honours

	Manchester
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## 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