Lewis Scrivens

Senior 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:

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

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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