

Lewis Scrivens

Software Developer

Personal Details

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Personal Profile

A strong team player who can adapt to any working environment and team. Possesses skills in training and team building, specifically specialises in player gameplay and virtual reality development as-well as systems design and architecture. Demonstrates well-rounded problem-solving skills with a methodical approach to get the best outcome with well optimised code, while keeping artistic pipelines in mind.

Comfortable arranging meetings with clients and third-party companies to improve team efficiency. Enjoys experimenting with feature development to future proof business standards of both code and projects alike. Excels at tackling software issues with well-rounded research skills.

Technical Skills / Experience

- C++
- C#
- Java
- DirectX
- Unreal Engine
- Rider
- Visual Studio
- Swarm
- Project Management
- Perforce & Git
- VR Development
- Art Asset Pipeline

Employment History

Bulkhead - (May 2022 - Present)

Senior Gameplay Programmer

Working on an unannounced multiplayer based AAA title. I have been creating systems and gameplay features for end game content. Some of these features range from runtime networked level streaming to round based wave systems.

During my time here I have solidified my networking and gameplay skills and touched on many other areas of the engine, one of the more interesting areas was custom editor slate code to better support design driven development.

Holosphere - (October 2021 – May 2022)

Senior Unreal Developer

Holosphere - (October 2020 – October 2021)

Unreal Developer

Work closely with clients and my team to develop next generation virtual reality training software. We did this using Unreal Engine 4, in-house plugins developed by myself and a team of talented artists.

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Software Developer

Project managed, lead, developed and delivered training software to some well known companies based in the UK for example, the NHS, BMW and SPTS to name a few.

D3T Ltd - (May 2020 – October 2020)

Associate Programmer

Worked on bug fixes, AI, network improvements and visual interfaces for stress testing the game known as Blood Hunt by Sharkmob Games.

For example I helped develop AI bots that could populate servers for stress testing, later developed into AI that can play alongside or against other players.

Canalside Studios - (September 2018 – August 2019)

Lead Games Programmer

Lead a team of developers and artists to develop a game known as Little Awesome Dudes, we had full freedom between us to develop the game as we saw fit.

To name some specifics. We created a fully functional computer using Unreal Engines Widgets as well as an arcade machine and all the main locomotion mechanics.

Education / Awards

University of Huddersfield – (2016 - 2020)

BSc Computer Science with Games Programming – **First-Class Honours**

Rochdale Sixth Form College – A-Levels (2015- 2016)

Maths – **B**, Applied Science – **B** and ICT – **C**.

Game Republic Awards – (2020)

1st Place – Rockstar Leeds Awards for Best Team.

1st Place – Sumo Digital Award for Game Design.

Interest and Hobbies

Game development is a big interest and hobby of mine even outside of work, I like concepting and trying new ideas that the workplace may not have time for.

My main interest outside of the profession is cars and travelling. I'm a big petrol head and love going to Santapod and the annual tour across Europe with a few friends too.

NOTE: Please ask for references if you require and they will be provided, thank you.