

BRENDAN LEWIS

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SKILLS

- C#, Python, HTML, CSS, Javascript.
- Unity Game Engine, Unreal Game Engine, Visual Studio, Figma, Adobe Suite.

WORK EXPERIENCE

Pure Green: *Smoothie Technician*

April 2024 – Current

- Maintain knowledge of critical dietary information.
- Learn and maintain knowledge of expanding juice, smoothie, and bowl menu.
- Cheerfully greet guest and guide their journey into the juice bar.

The Eagle: *Server/Bartender*

August 2022 – March 2024

- Demonstrated strong multitasking skills by managing multiple tables.
- Collaborated with team members during busy shifts for efficient workflow.
- Enhanced customer satisfaction by promptly attending to their needs.

Crew Carwash: *Associate*

July 2020 – July 2022

- Awarded Associate of The Year (2021).
- Managed customer relations through communication and helpful interactions.
- Increased customer satisfaction by resolving complex issues.

Flix Brewhouse: *Box Office Host*

August 2018 – March 2020

- Ensured an efficient and informative ticket buying process.
- Guided movie goers to their cinematic experiences across the building.
- Maintained extensive knowledge of theater seating and other theater services.

EDUCATION

Indiana University | Indianapolis, IN

August 2019 – July 2023

[*B.S Media Arts & Science, Certificate: Python, C# Front End Web Development*]

Relevant Coursework: Multi-Device Web Development, Media Application Development, Information Infrastructure, Game Design & Development, Game Psychology, Design Issues in Digital Media, Virtual World Design.

TECHNICAL PROJECTS

MEOW MAYHEM | Multiplayer Tag Platformer

October 2023

This game acts as my first venture into online multiplayer development of video games with Photon Unity Network 2; a free multiplayer development system that host free game servers. Players compete to be the last cat standing in a chaotic and fun game of tag.

GUNBLADE | Singleplayer Platformer RPG

April 2023

This project was created as a culmination of all the knowledge I obtained in college about programming and game development. Serving as my capstone project for the semester, I was tasked with making a video game that was short, yet fun.