

LEWIS MITCHELL

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Recent graduate with a BSc in Computing for Games, driven by a passion for game programming and a desire to contribute to innovative projects. Skilled in C# and C++, with hands-on experience in Unity, Unreal, and Git. Eager to leverage academic knowledge and practical skills to make meaningful contributions as a game programmer.



EDUCATION

Falmouth University

Bachelor's

Computing for Games

Cornwall

09/2020 to 06/2023

Truro College

Other

Software Development

Cornwall

09/2018 to 08/2020



CERTIFICATIONS / LICENSES

Second Class Honours (2:1) in Computing for Games

09/2020 to 06/2023

- Designed and implemented a First-Person Melee game in Unreal Engine, achieving the People's Choice and Cohesive Art Style awards at Expo.
- Developed a Top-Down tower defence game in Unity Engine, successfully collaborated with a cross-functional team to deliver the project on time.
- Created a Third-Person RPG in Unity Engine, contributing to an immersive player experience.
- Engineered a 2D Tank game in Unity with custom Arduino controller integration, receiving positive feedback from both peers and lecturers.

BTEC Level 3 in IT (Software Development)

09/2018 to 08/2020

- Triple Grade Distinction
- Enhanced proficiency in programming languages including C#, JavaScript, and HTML.

- Gained practical experience in game development using GameMaker.
- Developed a comprehensive understanding of Computer System Architecture and System Security principles.



WORK EXPERIENCE

Kitchen Porter

07/2018 to 11/2023

Landsend Hotel

Cornwall

- Collaborated within a team of 7 members in a fast-paced kitchen environment, enhancing organizational abilities while managing responsibilities for my designated section.
- Developed strong communication skills through constant interaction with team members, ensuring seamless coordination during busy service periods.
- Cultivated problem-solving skills by addressing challenges that arose during high-pressure situations, contributing to efficient workflow and timely completion of jobs.



SKILLS

C# - 5 years

C++ - 2 years

Unity - 4 years

Unreal - 1 year

Git - 3 years

Trello - 3 years



ADDITIONAL INFORMATION

Other Skill:

- Game Design
- Object-Oriented Programming
- Team Collaboration
- Problem Solving
- Workflow Optimization



LINKS

LinkedIn: <https://www.linkedin.com/in/lewis-mitchell-9a0a401bb/>

Portfolio: <http://lewisjmitchell.com/>