LEWIS MITCHELL

Games Programmer

EDUCATION

Sep 2020 - June 2023
BACHELOR OF SCIENCE
FALMOUTH UNIVERSITY

- Graduated in Computing for Games

Sep 2018 - August 2020
BTEC LEVEL 3 EXTENDED DIPLOMA
TRURO COLLEGE

- Completed Further Education in Computer Science

SKILLS

- C# & C++
- Unity & Unreal
- Git
- Premier Pro
- Video Editing
- Teamwork & Collaboration
- Problem-Solving
- Critical Thinking
- Communication

LANGUAGES

- English
- Spanish (Intermediate)

CONTACT

- ✉ JMitchellLewis@outlook.com
- 🌐 Lewapp.github.io

PROFILE INFO

Hello, I'm a dedicated game developer with a passion for creating engaging gameplay experiences. I specialise in C# and C++ development within Unity and Unreal, bringing both creativity and technical precision to every project. I thrive in collaborative environments and enjoy solving complex problems to deliver polished, player-focused results. Continuously learning, I'm committed to growing my current skills as well as learning new ones, such as video editing with Premiere Pro.

EXPERIENCE

VIDEO EDITOR
NOAH WERTH FILM & PHOTOGRAPHY
2025 - Now

My first experience editing for a professional wedding videography business, where I handle large volumes of footage, sync audio, switch between camera angles, and create highlight reels. I adjust audio levels and continue to develop my skills in Premiere Pro, file management, timeline editing, and workflow efficiency.

GAMEPLAY PROGRAMMER
ABYSSAL DREAD
2022 - 2023

This was my first experience working with Unreal Engine 5, which significantly expanded my understanding of C++ and its integration with the engine. I refined my use of Git, developed a stronger grasp of enemy behaviour trees, and further improved my collaboration skills through close teamwork.

GAMEPLAY PROGRAMMER
BITTER EXTINCTION
2021 - 2022

Working on this project allowed me to deepen my understanding of Unity, C#, Git, and Agile methodology. I gained experience contributing to a long-term project, learnt the importance of effective task prioritisation, and saw first-hand how continuous testing supports a stable and polished development process.

GAMEPLAY PROGRAMMER
CONJOINED
2020 - 2021

This project was my first major team-based development experience and a valuable learning opportunity. I gained hands-on experience with Git and collaborated using Agile methodologies to contribute effectively to a shared game development workflow.