Lewis Hill

G A M E P L A Y   P R O G R A M M E R

✉ lewishill.dev@gmail.com

📍 Melbourne, Australia

👤 LinkedIn

🔗 https://lewis-hill.github.io/

Skills

C++/C#
Unreal Engine 5/Unity
Visual Studio
Perforce/Github
Jira

Education

BA Hons -
Game Design And Art
University of Southampton
2017-2020

Hobbies

Playing Games
Bouldering
Game Jams

Strengths

Proactive
Quick to Learn
Communicative
Professional
Team Player

ABOUT ME

My name is Lewis Hill, a Gameplay Programmer from the UK, currently based in Melbourne, Australia. I have worked professionally in Unreal Engine 5 to provide clients with intuitive Gameplay systems and tools that have the needs of Designers and other Programmers in mind, and are used to help create AAA experiences. I always seek a challenge and my passion for the field means I am constantly learning and improving my skills. Check out my portfolio website for examples of my newest projects.

Experience

Gameplay Programmer – AAA Title in Unreal Engine 5
Climax Studios, Portsmouth UK
February 2023 – September 2024

I am responsible for creating and taking ownership of key systems, such as an expanded Trigger Volumes and Overlap Management system and the base system for Moving Objects such as Platforms. I also responsible for creating and maintaining the base classes for interactable objects such as Containers and Pickups.

- Working closely with Designers to systemise various puzzle objects, ensuring they are easy to set up by providing editor tools and visualization, as well as maintaining Setup Documentation
- Collaborating with other Programmers through Code Reviews, Technical Design Documents and RFCs
- Communicating professionally with the client by offering relevant solutions to code implementations in meetings, as well as offering quick turnaround during key milestones

QA Tester – Returnal PC, Sackboy: A Big Adventure PC
Climax Studios, Portsmouth UK
August 2021 – February 2023

Assisted with porting AAA Playstation games to PC during later stage of development.

- Writing high quality and informative bugs
- Running and testing multiplayer features and test plans
- Multi-disciplinary communication