# **Lewis Farrell**

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▲ https://lewisfarrelldev.github.io/

#### **SUMMARY**

Ambitious and reliable individual that is confident in learning new technologies in a timely manner and overcoming any challenges faced. A logical thinker that aims to find the best solution to any problem; works very well in a team, and with multiple years experience as the team captain of a professional esports team, is also a great leader.

### WORK EXPERIENCE

### **Publishing Intern**

**Hi-Rez Studios** 

### September 2017 - July 2018, Brighton, England

- Responsible for creating and maintaining scripts that obtained various social media data using multiple API's and stored it into a database.
- Researched press coverage for Hi-Rez related products using specialised software and compiled weekly, monthly and annual reports to present the data accordingly.
- · Monitored Internal Social Media accounts and analysed statistics such as user engagement, which were compiled into weekly reports and provided to the Community Management Team

#### ADDITIONAL EXPERIENCE

#### **Professional Gamer**

Team Member, Team Captain · December 2013 - May 2017

- · Worked closely with 5 other Team Members in a high pressure environment
- · Lead and coordinated Team Strategies
- · Competed in tournaments live on stage

#### **EDUCATION**

### BSc (Hons) Computer Games Technology (First Class)

Birmingham City University · Birmingham · 2019

## Level 3 Extended Diploma - Software Development (D\*D\*D\*)

Stoke-On-Trent College · Stoke-On-Trent · 2015

#### **SKILLS**

C++, C#, Java, JavaScript, Python

Unreal Engine 4, Unity 3D, Irrlicht, Directx11

Blender, Photoshop, Git

## **PROJECTS**

## See online portfolio for a full list of projects

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