

# Lewis Farrell

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🌐 <https://lewisfarrelldev.github.io/>

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## 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.

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## 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

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## 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

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## EDUCATION

### BSc (Hons) Computer Games Technology

Birmingham City University • Birmingham • 2019

### Level 3 Extended Diploma - Software Development

Stoke-On-Trent College • Stoke-On-Trent • 2015

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## SKILLS

C++, C#, JavaScript, Python

Unreal Engine 4, Unity 3D, Irrlicht, DirectX11

Blender, Photoshop

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## PROJECTS

See online portfolio for a full list of projects

<https://lewisfarrelldev.github.io/>