

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#, JavaScript, Python

Unreal Engine 4, Unity 3D, Irrlicht, DirectX11

Blender, Photoshop

PROJECTS

See online portfolio for a full list of projects

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