


Lewis Farrell

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

SUMMARY

Ambitious and reliable Software Developer 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 communicator. I am now seeking a challenging role which pushes me to be the best developer i can be.

EMPLOYMENT HISTORY

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.
- Created an automation tool using JavaScript to automate the workflow of the community team to speed up the distribution of promotional codes to content creators.
- 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.

Professional Gamer

Fnatic, Team Dignitas

December 2013 – May 2017, Various Locations

- Worked closely with 5 other Team Members in a high pressure environment gaining invaluable communication and management skills.
- Lead and coordinated team strategies that resulted in first place victories.
- Competed in tournaments live on stage in front of 100–200 people.

EDUCATION

BSc (Hons) Computer Games Technology (First Class)

Birmingham City University • Birmingham • 2019

- Explored how Energy Drinks influence gaming performance as my Final Year Project
- Worked with a range of engines including; Unity(C#), DirectX11(C++) and Irrlicht(C++)
- Worked with a range of mobile development tools including; Android Studio (Java) and Xcode (Swift)

TECHNICAL SKILLS

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

Unreal Engine 4, Unity 3D, Irrlicht, Directx11, Android Studio, Xcode

Blender, Photoshop, Git, Jira

PROJECTS

See online portfolio for a full list of projects

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