

LEWIS HAMMOND

Games Programmer

PERSONAL INFO

Email

lewis@bubblemap.co.uk

Portfolio

www.bubblemap.co.uk

PROGRAMMING LANGUAGES

C#

C++

C

Python 3

GML (GameMaker Language)

HTML/CSS

SOFTWARE

Unity Engine

Unreal Engine

Visual Studio 2017/19

Visual Studio Code

GameMaker Studio

Git

Photoshop

I am a highly motivated programmer who takes pride in producing efficient and manageable code and enjoy working as part of a team towards a common goal. My strong interpersonal skills allow me to explain my views to other team members as well as take onboard feedback. My passion for games and game development have led to the development of my first commercial game project, Galaxy Crash, now available on Steam.

Experience

2016 - 2019 **Gameplay Programmer / Project Manager**

BubbleMap (Solo Development Project – Galaxy Crash)

- Self-funded Solo Development Project to hire art and sound freelancers
- 2D Top Down Space Action-Adventure Game
- Funded via Kickstarter
- Working as the project manager and programmer in GML
- Released on Steam on August 30th 2019

Education

2018 -
Present

BSc (Hons) – Computer Games Programming

University of Gloucestershire

First Year Results – Avg 70%

Topics Including:

- Games Production
- Programming and Mathematics for Games
- Games Engine Scripting
- Tools Programming
- Games Programming and Design Structures

2012 -
2018

A Levels / GCSEs

Sandown Bay Academy, Isle Of Wight

Computer Science – B

Physics – C

Geography – C

8 GCSEs at C or above, including Maths and English

Achievements

Commercial Game Release - 2019

Release of my Self-Funded Development Project, Galaxy Crash on to the Steam Platform

Game Project Demo at Insomnia Gaming Festival - 2018/2019

Exhibiting Galaxy Crash at Insomnia Gaming Festival (i63/i65) in the Indie Zone with Payload Studios

Young Enterprise Regional (Hampshire) Finalist – 2018

IT and Website Manager for Team Wight Bright

Young Enterprise is a program to connect employers and students by giving students skills to take to the workplace.