LEWIS HAMMOND

Software Engineer

PERSONAL INFO

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PROGRAMMING LANGUAGES

- C#
- C++
- GML (GameMaker Language)

SOFTWARE

- Unity Engine
- JIRA
- Confluence
- FogBugz
- Source Control (Git, Mercurial, Perforce)
- Zendesk
- Visual Studio
- Rider
- Adobe Creative Suite

DEVELOPMENT SKILLS

- PlayStation (PS4 & PS5) development
- Continuous Integration
- Google Stadia development
- Unity DOTS (ECS & Job System)

I am a highly motivated programmer who takes pride in producing efficient and managable 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. In 2020 I expanded my skillset during my Internship as an Engine Support intern at Unity, a position that I returned to in the Console Support team following the completion of my degree. I am now looking for a new role that allows me to contribute to the development of Unity's products and services and add significat value to our users.

Experience

July 2022 – Present

Software Engineer, Consoles Support
Unity Technologies

- Engage Customers via Zendesk and NDA Platform Forums to provide proactive support
- Work in partnership with development teams to ensure timely processing of bugs and user issues
- Investigate, Diagnose and Solve issues within large customer codebases
- Identify fixes for issues in the Unity codebase (including Engine & NDA Packages)
- Create demo projects for customer use
- Collaborate with other Unity teams to test Console Platform features
- Develop and improve team tooling to ensure efficient workflows

July 2020 – July 2021

Developer Support Engineer, Unity Engine Team (Intern)
Unity Technologies

- As above for all Engine Features and Platforms (iOS, Android, WebGL, Windows, Mac & Linux)
- 3 months of experience in the Consoles Support team, working within Zendesk and NDA forums.
- Lead the formation of the Products Support Team (Floating Licences, FORMA, Reflect)

2016 -2019

Gameplay Programmer / Project Manager
BubbleMap (Solo Development Project – Galaxy Crash)

- Developed all Gameplay code in GML
- Hired contractors for sound & art development
- Successfully funded Kickstarter project and managed communication with backer community
- Released via Steam in 2019

Education

July 2018 – July 2022

BSc (Hons) – Computer Games Programming
University of Gloucestershire

Result - 89% (First Class)

Topics Including:
- Games Engine Programming
- Tools Programming
- Network Programming for Games
- Low & High Level Programming
- AI Programming for Games
- Graphics Programming

2016 -2019

A-Levels / GCSEs
Sandown Bay Academy, Isle of Wight

A Levels:
- Computer Science – B
- Physics – C
- Geography – C

8 GCSE's at C or above, including Math's and English

Professional Training

Leadership Training
Leadership training delivered while I was employed as an Intern at Unity. Teaching the core values of modern leadership: Active Listening, Driving for Alignment, Fierce feedback and Building Relationships.

Unity DOTS (Data Oriented Technology Stack)
Training provided by Unity Technologies on the Data Oriented Technology Stack (DOTS) with foundations in Data Orientated Design.

Achievements & Awards

Crampton Prize for Academic Excellence
Awarded the Crampton Prize for Academic Excellence by the University of Gloucstershire for the Highest Grade of all Undergraduate students of 2022.

TIGA Graduate of the Year: Programmer – 2022
TIGA Outstanding Graduate of the Year: Programmer (Nominated) – 2022
Awarded TIGA Graduate of the Year as well as being Nominated for Outstanding Graduate of the Year in Programming in the 2022 TIGA Education Awards.

TIGA Best Student Project (Nominated) – 2022
Nominated for Best Student Project in the 2022 TIGA Education Awards with Final Year Group Project. In this project I was the lead programmer and project manager.

University of Gloucestershire End of Year Awards - 2022
End of year awards for outstanding students in Creative Computing (Games Design/Programming/Art), nominated by lecturers. Nominated for the following awards:
- Best Programmer (*Won*)
- Best Group Project (*Won*)
- Best Final Year Student
- Innovation and Research Award

Commercial Game Release - 2019
Release of my Self-Funded Development Project, Galaxy Crash on to the Steam Platform

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.

University Projects

Kurat – Multiplayer Coop Game
Kurat is a real-time action board game where the Devil challenges a household on their power of friendship, using his favourite board game! In this project I was the teams lead technical manager where I implemented the majority of the games features, devops strategy and overall team task planning and organisation.

Unity AI Tanks
Unity project where tanks fight each other, with each tank having it's own AI technique. This project features both Behaviour Trees and Goal Orientated Action Planning (GOAP). Both teams feature multiple tanks which communicate information to each other and act upon that infomation.

2Doods – 2D/3D Puzzle Game
2Doods is a puzzle game where the player must shift between a traditional 3D first-person perspective and a 2D perspective. This was inspired by the book series 'Flat Stanley' and Children's TV show 'Roy', both feature characters that have been 'flattened' and can do things such as slip through gaps in door frames. The idea opened a number of puzzles that we could create by creating certain elements that can only be completed in 3D and some only in 2D. This includes transferring objects between these two planes of interaction.

More projects can be seen on my porfoliio: lewishammond-uog.github.io