LEWIS HAMMOND

Games Programmer

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
- Unreal Engine
- Visual Studio
- Rider
- Adobe Creative Suite

DEVELOPMENT SKILLS

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

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 2021 I expanded my skillset by joining the Unity Engine Support team, helping Unity's customers create the best possible games.

Experience

July 2020 – July 2021

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

- Be the first point of contact for developers from Unity's top clients
- Participate in client meetings as a subject matter expert for technical product details
- Investigate, research, debug and solve integration problems, interacting with customers and internal developments as needed
- Efficiently provide technical support and solutions across Unity's deployment platforms and variety of applications
- Collaborate with colleagues to ensure team success
- Maintain excellent relations between the Engine Support team and other departments within Unity
- Enhance, expand and develop Unity documentation and other resource materials

Including a 3-month period in the Consoles Support Team.
Responsibilities as above with the addition of:
- Create Sample and Demo projects for customers to improve customer understanding of Console platform features
- Work with closely with Console R&D teams to ensure the swift identification and fix of any issues for console platforms

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

July 2020 - Present

BSc (Hons) – Computer Games Programming
University of Gloucestershire

Current Average Results – 72% (1st 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

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.

University Projects

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.

Spacebased – 4 Player Party Game
Spacebased is a multiplayer party racing game where players construct their own cars, inspired by Overcooked. Players are given 4 different parts types to construct their car (Wheels, Car Bodies, Engines and Turbos), each of these parts has 4 different quality options (Poor, Okay, Good, Epic). Players have a limited amount of time to put these parts on their car before taking them into the race.

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