I am a highly motivated programmer who takes pride in producting efficient and managable code and enjoy working as part of a team towards a common goal. My strong interpersional skils allow me to expain my views to other team members as wall as take onboard feedback. My passion for games and game development have lead to my first commercial game project, Galaxy Crash, now avaliable 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 - 1:1 (First)**  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.

**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