

Lewis Neil

Game Designer & Programmer

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Fresh out of the tutorial level, I'm ready to jump into the main campaign with a passion for designing immersive and engaging experiences. Equipped with fresh ideas and technical skills to create captivating games and interactive entertainment for various platforms. Excited to execute solutions and design systems as seamless as a perfect algorithm.

SKILLS

Game & Level Design

- Level design & blockout, combat encounter design, pacing, Visual scripting, etc.
- Game mechanic design, implementation, and balancing.
- Visually focused and concise design documentation
- Playtest conducting and iteration
- 3D Model simple objects

Level Editors

- Unreal, Unity, Hammer Editor

Programming

- C#, C++, Unreal Blueprints

Personal Attributes

- Can provide a clear direction and guidance to achieve a shared vision.
- Resourceful and adaptive problem solving.
- Strategic process, pipeline, scheduling, and roadmap development.

Software

- Blender, 3DS Max, Adobe Photoshop
- Miro, JIRA, Trello, Github
- Visual Studio

EXPERIENCE

STAFFORDSHIRE UNIVERSITY

Jan 2023 – Mar 2023

- **AI-Appliance – Junior Designer (Unreal Engine 5)**
 - Map Designing
 - Level Block out (In Engine)
 - Weapon UI Design
 - Enemy Placement + Pickup Locations (Design & in engine)
 - Designing world hazards

STAFFORDSHIRE UNIVERSITY

Mar 2024 – May 2024

- **Pizza Time – Senior Designer (Unreal Engine 5)**
 - Overseeing Junior Designers
 - Designing world Particle systems (Design & in engine)
 - Acquiring game audio files (Research & in engine)
 - Developing outer player bound mechanic (Research & visual scripting in engine)

EDUCATION

Burton & South Derbyshire College

- **Extended Diploma** in Digital Media (Game Development)

Graduated 2021

Staffordshire University

- **Bachelor of Science** in Game Design & Programming

Graduated 2024