**Education**

**Bachelor of Science, Game Development**

Full Sail University. Winter Park, FL | June 2nd

**Projects**

Game of Life | Cellular Automata Program | C# /Windows Forms

<https://github.com/Raymondckd/Game-of-Life.git>

* Form layout and button functionality (what the events did)
* Cellular behavior to simulate Conway’s game of life

Reap & Sow | Third-Person Hack n Slash | Unity and C#

* Design of game and concept
* AI for the bosses of two levels
* A few power-ups to juice up gameplay and player experience

Chrono::Loop | VR Time-Puzzler | C++

* A particle system for any effects to spruce up game look and play.
* Implementation of a simple sound wrapper for the Audiokinetic Wwise sound engine

**Additional Experience**

* Working on teams of 3 ~ 6
* Went through the development pipeline.
* Worked and developed in VR
* Participated in 2 GameJams.

**Portfolio**

[**https://github.com/Raymondckd/Portfolio.git**](https://github.com/Raymondckd/Portfolio.git)

**Contact**

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Winter Park, FL 32792

**Technical Skills**

***(Programming) Languages***

C++

C#

Java

Python

***Software/Programs***

**Compilers:**

Visual Studio

PyCharm

IntelliJ

**Engine(s):**

Unity

Wwise

**Source Control:**

TortoiseGit

**Misc.:**

Gimp

Photoshop

Maya

LucidChart

Raymond Lewandowski | **Game Developer, Programmer**