Chandler Pope-Lewis   Programmer/3D Artist

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Employment History

Victoria Community Care
Administrator
February 2018 - September 2018

Inputting data into computer.
Helping with computer problems.

Education

Liverpool Media Academy
Bachelors in Games Art and Animation
September 2016 - May 2019

First Class Honours Degree
(Official Expected Grade)

Liverpool Media Academy
BTEC Level 3 in Games Art and Animation
September 2014 - May 2016

Distinction, Merit, Merit

Skills

C# Programming	● ● ● ● ●	Unity Development	● ● ● ● ●
Maya	● ● ● ● ●	Java Programming	● ● ● ● ●
C++ Programming	● ● ○ ○ ○	Unreal Development	● ● ● ○ ○
HTML/SQL	● ● ● ● ●	Substance Painter	● ● ● ● ●

Hobbies and Interests

Spend most free time programming, working on engineering projects including robotics and reading comic books and going to video games and comic book conventions such as Comic Con and EGX Rezzed.

References

Eleonora Asparuhova
HE Curriculum Lead
BA Games Art and Animation
Email
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Chris Hooper
Assessor and Tutor
BA Games Art and Animation
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