# Chris Lewis

# Developer

LinkedIn Link?

## Qualities?

### Team Player

Strong teams are crucial to real-world software development. I like working with and learning from others, and I love to keep in the loop through e-mail or team messaging. I’ve often undertaken lead roles in my university projects, co-ordinating multi-disciplinary teams up to 9 people.

### Supportive

Other people are at the forefront of my work. If I’m coding a new system, how will other programmers maintain it? For an API, what will best suit its user? For a new game mechanic, how will designers implement it? These factors drive my design process.

### Problem-Solver

I love breaking problems down to an elegant solution. Object-oriented design is a second nature to me. I’m critical of my own code, spotting design problems as I go and considering their solutions.

### Responsible

I take pride in my work, and always aim to deliver to a high quality on any task. I’m not perfect, but I will own my mistakes, learn from them, and improve for the future.

## Career Goals

In addition to my industry experience working in small teams (up to 5 programmers) I’ve worked on various university projects and hobby projects. I want to learn more about work environments with larger teams and their software development processes, in order to keep expanding my experience and understanding of software development.

## Tools?

### Preferred Languages

Anything object-oriented!

C++, C#, Java

### IDEs

Visual Studio, Eclipse, Aptana Studio, MonoDevelop

### Continuous Integration

Jenkins CI, Bamboo, Unity Cloud Build

## Projects?

### Putty Party

### Partners in Crime

### Face Invaders

### The Island of Funk

### Sweet and Sour Fork

## Coding Sample?