Lewis Connolly

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Programmer and experienced IT professional with a **Master's in Computer Games Technology** and an Honours degree in Computer Science. **Over 10 years in IT operations, specialising in automation** across diverse technologies. Strong **teamwork** and **communication skills,** with a **passion for continuous learning**. Currently developing personal projects to enhance game development expertise. **Seeking a full-time game development programming role**.

🎓 Education

Grade: TBC (current GPA of 4.25)　　　　　　　Sept. 2023 – Sept. 2024
MSc Computer Games Technology, *Abertay University*

Notable modules and grades:

- Programming for Games: A+
- Advanced Procedural Methods: A
- Game Design and Development: A
- Research Methods: A+

Grade: 2:1　　　　　　　　　　　　　　　　Sept. 2008 – Sept. 2012
BSc Hons Computer Science, *Heriot-Watt University*

Academic transcripts available on request.

⟨/⟩ Skills

C#, C++, Unity, Unreal, DirectX 11, DirectXTK, HLSL, ShaderLab, RenderDoc, Git, Visual Studio, SDL, SFML, Python, PowerShell, Blender

💼 Employment History

Infrastructure Engineer　　　　　　　　　　　　　Sept. 2017 –
***Zonal Retail Data Systems** (Hospitality Technology Solutions Provider)*

- Responsible for helping to increase the performance and resilience of an extensive infrastructure platform, with a focus on automation, virtualisation, storage and backup solutions.
- Developed PowerShell solutions to automate processes (such as configuring servers and virtual machines), monitor critical infrastructure, and solve problems in an efficient and repeatable manner.
- Produced documentation and delivered presentations to explain and demonstrate concepts and solutions to fellow engineers and management.

Multiple IT infrastructure roles   Nov. 2013 – Mar. 2017
Hewlett-Packard/Hewlett Packard Enterprise/DXC Technology
(IT services and consulting)

- Joined graduate programme and held positions of Peripherals Integration Engineer, Build Integration Engineer, and finally Build Engineer which became a permanent, non-graduate role.
- Instantiated and maintained non-production hardware and software environments used as development, integration and testing platforms to simulate production use cases.
- In collaboration with a colleague, hosted presentations and site tours for work experience students on a regular basis.

❝ References

Available on request.