Lewis Day

lewisday080@gmail.com

PROFILE

A motivated and driven individual who enjoys programming. Specialising in game development while being skilled in various areas of games programming including: game mechanics, game systems, networking and user interfaces. Capable of working in a variety of team sizes effectively as well as independently.

SKILLS

- Working individually and collaboratively using the Unity game engine.
- Working in collaboration with others in team sizes varying from 3-27 people.
- Being a department lead (programming) within a large team.
- Programming within the C# programming language using Visual Studio
- Using collaborative software such as GitHub, Trello, Jira and Confluence and working within a scrum framework.

EXPERIENCE

Waitrose & Partners, Bracknell - *Work Experience*
MARCH 2019

- Performing a variety of tasks including:
  - Handling click and collect orders
  - Labelling and stacking the shelves with products.
- Tasks were often done collaboratively with either a work experience partner or a full-time member of staff.

EDUCATION

Academy of Contemporary Music, Guildford - *BA (Hons) Games Development and Futures*
2-1 BA (Hons) Degree

Garth Hill Sixth Form, Bracknell - *A-Level*
2 A-Levels including Computer Sciences and Government and Politics.

Garth Hill College, Bracknell - *GCSE*

5 GCSEs including Maths, English and Computer Science