
Lewis Day

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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.

Mid-Hants Railway/The Watercress Line, Alton/Ropley - **Volunteering**

JUNE 2025 - ONGOING

- Performing a variety of tasks each shift, including:
 - Giving directions to passengers on the station platform.
 - Dispatching trains when they are ready to leave.
 - Helping keep the station clean, including public toilets and waiting areas.
- Tasks were often performed with coworkers, collaborating to achieve a high quality service for all passengers.

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