

OLIVER LEWIS

I am a British Graduate, with a focus set on Creating memorable experiences for people of all walks of life to enjoy and connect through

CONTACT

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Portfolio: [OLEWIS Portfolio](#)



SKILLS

Coding Knowledge:

- C++ and C# understanding
- Base understanding of Javascript
- High Level LUA knowledge
- Complete knowledge using Python

Game Design:

- 5+ years Designing and creating Indie Games
- Construct 3 Mastery
- Unreal Engine knowledge
- Published a Polished Steam Game
- Unity Engine Mastery
- Base level Godot Skillset

Sound Design:

- 2+ years using "FL Studio"
- over a year using audacity to create sound effects

Asset Design:

- 2000+ hours on Aseprite
- Photoshop experience
- Experience in Maya and Blender

Marketing:

- Youtube account with 2000+ Views
- Steam account with 100+ wishlists
- Connections with a large network of indie game developers
- Google play License to produce content
- Steam license to upload to the store
- Apple App Store license

EDUCATION

Ravensbourne - 3rd year (September 2022 -Today)

On Track to pass with a First Class Honors

Kingston College (September 2020 – July 2022)

BTEC Extended Diploma in IT
Distinctions and Merits Achieved

St Richard Reynolds Catholic College (September 2015 – 2020)

GCSEs in English Language, English Literature, Mathematics, Chemistry, Physics and Geography.

KEY SKILLS AND CHARACTERISTICS

- Excellent interpersonal skill
- Experienced and Effective team member
- First Aid/BLS trained
- 10+ years experience developing games

- Deep knowledge of Game development Pipeline through first hand experience
- Responsible, reliable and mature