Lewis Neil

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Game Designer & Programmer

Hi! I am Lewis Neil, a passionate and dedicated game developer with a solid portfolio of projects that I hope showcases some of my technical skills. Although I have a solid foundation in game design & programming, I also have many wider life experiences that I can draw upon when seeking inspiration to create innovative and enjoyable content.

Portfolio: https://www.lewistneiltech.co.uk

SKILLS

Game & Level Design
- Level design & blockout, combat encounter design, pacing, Visual scripting, etc.
- Game mechanic design, implementation, and balancing
- Visually focused and concise design documentation
- Playtest conducting and iteration

Level Editors
- Unreal, Unity, Hammer Editor

Programming
- C#, C++, Unreal Blueprints, Python

General IT Skills
- MS Office 360 Applications, Outlook, Excel, Word, PowerPoint.

Personal Attributes
- Can provide a clear direction and guidance to achieve a shared vision
- Resourceful and adaptive problem solving
- Strategic process, pipeline, scheduling, and roadmap development

Software
- Blender, 3DS Max, Adobe Photoshop
- Miro, JIRA, Trello, Github
- Visual Studio

Certificates
- Programming Foundations: Software Testing/QA
- Python for Non-Programmers
- What is Generative AI

EXPERIENCE

SUPERMASSIVE GAMES LTD (INTERNSHIP)   Aug 2025 – Sept 2025
- **Student Consultant - Strategic Insights into the International Gaming Market**
  - Incoming position as a Student Consultant at Supermassive Games in collaboration with Impact Consulting. During this internship I will be taking part in a project - Strategic Insights into the International Gaming Market.
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OATCAKE INTERACTIVE (INTERNSHIP)   June 2025 – July 2025
- **Fortnite (UEFN Game modes) – Designer & Programmer (Unreal Engine 5)**
  - Level Designing
  - Bug Fixing
  - Designing the use of game mechanics

STAFFORDSHIRE UNIVERSITY (COLLAB)   Jan 2023 – Mar 2023
- **AI-Appliance – Junior Designer (Unreal Engine 5)**
  - Map Designing
  - Level Block out (In Engine)
  - Weapon UI Design
  - Enemy Placement + Pickup Locations (Design & in engine)
  - Designing world hazards

STAFFORDSHIRE UNIVERSITY (COLLAB)   **Mar 2024 – May 2024**

- **Pizza Time – Senior Designer (Unreal Engine 5)**
  - Overseeing Junior Designers
  - Designing world Particle systems (Design & in engine)
  - Acquiring game audio files (Research & in engine)
  - Developing outer player bound mechanic (Research & visual scripting in engine)

EDUCATION

Burton & South Derbyshire College
- **Extended Diploma** in Digital Media (Game Development)   **Graduated 2021**

Staffordshire University
- **Bachelor of Science (HONS)** in Game Design & Programming   **Graduated 2024**
  Graduated 2024