

Lewis Bonner

Unity Developer

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<https://mrwhimble.com>

Unity Developer and C# Programmer with 4 years experience creating games and projects in multidisciplinary teams. I pride myself in having a solid grasp on many of the aspects of the Unity engine and C# language.

Skills

- Problem Solving
- Teamwork
- Tool Creation
- Fast Learner
- Version Control (Git)
- Communication

Software

- Unity Engine
- C#
- Blender
- C++
- HTML
- Javascript
- 3DS Max
- CSS

Studies

Plymouth University 2020 - 2022

(Foundation Degree)

Games Design and Production

City College Plymouth 2018 - 2020

(Diploma)

Game Development

Work Experience

Block Builders, programmer, 2020

2 week placement in Finland with other students producing a mobile game, Shape-O Factory, for GGJ 2020



Grosvenor Casino, poker dealer and bar staff, 2019 - 2021

I worked as a poker tournament dealer and behind the bar, where I had to be efficient, resolve conflicts, and work professionally in a team.

Edo Ink, programmer, 2019

2 week placement in Finland with other students producing a mobile game, Ink Samurai.

Game Production

Backyard Dungeon, 2022

A PC rogue-like game currently under development for a team project at university. You play as a child who has a very active imagination who enters their back garden and is transported to different levels, clearing enemies and collecting items. I am a lead programmer, keeping track of version control and developing modular, scalable systems with the other programmers on the team.

Unicycle Scientist: Saves the World!, 2021

(<https://mrwhimble.itch.io/unicycle-scientist-saves-the-world>)

A PC game produced for LD49 where you play as a scientist on a unicycle trying to balance your way to the end of the level. I did the programming in the game including level generation and controls.

Escape. Where?, 2020 (<https://mrwhimble.itch.io/escape-where>)

A PC game produced for LD47 where you play as a new space recruit trying to escape a space ship with non-euclidian rooms while completing tasks. I did the programming including the level generation and editor, and the tasks.

Shape-O Factory, 2020 (<https://globalgamejam.org/2020/games/block-builder-9>)

A Mobile game produced for GGJ 2020 in Finland as part of an exchange. You play as a worker who has to assemble objects from basic shapes based on a blueprint. I did the programming including the shape randomisation and custom editor for blueprint making.

Ink Samurai, 2019

(https://play.google.com/store/apps/details?id=com.EdoInk.InkSamurai&hl=en_GB&gl=US)

A mobile game produced for an exchange with Finnish students. I programmed the player controls and custom player animation. This was also on the Google Play Store for a short time.

Hobbies

- Programming (Unity, Processing 3, Python)
- 3D modeling in Blender
- Playing video games
- Watching Youtube