

Brendan Lewis

INDUSTRY PROFESSIONAL SEEKING FULL TIME OPPORTUNITIES IN GAME DESIGN AND QA TESTING

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EDUCATION

INDIANA UNIVERSITY, Luddy School Of Informatics & Computing

08/2019 - 07/2023

Graduated from Indiana University Purdue University Indianapolis with a Bachelors in Media Arts & Science with a Specialization in Game Design

PROJECTS (View Portfolio Site For More)

GUNBLADE — 2D ACTION PLATFORMER

A 2D action platformer role playing game where players explore, solve puzzles, and defeat enemies to help save the world.

Designed and developed animated characters, levels, and mechanics.

MEOW MAYHEM — 2D MULTIPLAYER TAG GAME

A 2D multiplayer party game where players must compete in a game of tag to be the last cat standing

Designed and developed levels, mechanics, animations, and multiplayer networking.

EXPERIENCE

THUNDERDOME RESTAURANT, SERVER/SERVER ASSISTANT

07/2022 - 03/2024

Manage the upkeep of the bar to ensure cleanliness, speed of service, and maximize throughput. Assists servers in fostering a positive dining experience for guests.

CREW CARWASH

07/2020 - 07/2022

Fielded exceptional customer service by greeting all guests with a pleasant upbeat attitude. Accountable for point-of-sale terminal and accuracy of money assigned. Awarded Associate of the Year.

SKILLS

- Unity Engine
- Visual Studio
- Unreal Engine
- C#
- Microsoft Suite
- Adobe Suite

AWARDS

NORMAN BROWN SCHOLAR

Full ride scholarship awarded based on academic performance

CREW CARWASH ASSOCIATE OF THE YEAR

Recognition based on excellent all-around performance, service industry leading customer service, and leadership skills.

PROFESSIONAL ORGANIZATIONS

INTERNATIONAL GAME DEVELOPERS ASSOCIATION MEMBER