# Lewis Mennim

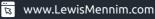
Game / Level Designer

I am a independent and self-motivated Game Design Student Who Takes Pride in All Of My Work.



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in linkedin.com/in/LewisMennim

### **EDUCATION**

#### **GCSE**

Queen Elizabeth High School

- English Lit
- Mathematics
- Digital Applications
- English Language
- (Physics / Chemistry / Biology)
- Computer Science

## Level 3 Games Development

Gateshead College

09/2018 - 08/2020

Gateshead Baltic Campus

### **HNC/HND Games Production and Development** Gateshead College

09/2020 - 08/2022

Gateshead Baltic Campus

# BA Games Design - Final Year

**Teeside University** 

09/2023 - Present

Middlesbrough

# **WORK EXPERIENCE**

# **Level Designer**

JTTM Ltd

Remote Work

Journey To The Metaverse - A Play To Earn Mobile Game for IOS and Android

Achievements/Tasks

- Open World Level Design
- Restricted Dungeon and Combat Design

#### **Bar Associate**

JD Wetherspoons 04/2021 - 02/2022

Hexham

Knowledge of Working Within A Hospitality Setting / Taking Inititive / Working Well Under Pressure / Problem Solving / Resilient and Punctual / Communication Skills / Team Work / Customer Service

Contact: Cindy Purkins - Available on Request

#### Bar Team Leader

Workplace/Company

02/2022 - Present Hexham

Leadership Skills / Training Skills / Money Handling

Contact: Cindy Purkins - Available on Request

# Kitchen Associate

03/2023 - Present

Workplace/Company

Hexham

Food Health and Safety / Quick and Willingness to Learn and Help Out

Contact: Cindy Purkins - Available on Request

### SKILLS

Willing to Develop

### PERSONAL PROJECTS

#### Turtle Domination - 2 Person HNC Project

- Development of a Prototype to a Given Brief
- Responsible for Level Design / Programming
- Access My Website For Further Information

#### E Racing - 3 Person HND Project

- Development of a Fully Functional Game Prototype
- Responsible for Programming and Implementation of Asset
- Access My Website For Further Information

# Slick Dreams - Cumbria University Game Jam

- Best Overall Game To A Given Theme "Burning The Midnight Oil"
- Responsible For Programming, Level Design and Asset
- Access My Website To See and Play Slick Dreams

#### Disco Dice - GMTK 48 Hour Game Jam "Roll of The Dice"

- Responsible For All Programming, Level and UI/UX Design
- Out of 6102 Entries, Disco Dice Placed Top 1000 For Presentation and Top 2000 For Enjoyment and Overall Experience!

### **INTERESTS**

World Of Warcraft **Exploring New Places Developing New Skills** Cars and Basic Mechanics Indie Game Development YouTube