





LEWIS MCINTYRE

GAMES DEVELOPER

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 www.lewismcintyre.com

EDUCATION

BSc (Hons) Computer games for Software Development (1st class)

Glasgow Caledonian University
2020 - 2024

Computing & Maths Highers (A Grade)

Bearsden Academy
2019

SKILLS

- Object Oriented Programming (OOP)
- Games Design
- Art & Animation
- Team Management
- Teamwork

LANGUAGES



TOOLS



PROFILE

Motivated by difficult problems, I'm a Games Developer with skills in Software Development and Games Design. I have a deep passion for games and would love the opportunity to join the industry.

Most of the experience I have gained can be transferred into other areas. The key experience I've gained is:

- Effective Time Management
- Ability to make changes on large codebases
- Ability to collaborate with members of different disciplines

WORK EXPERIENCE

Verint Systems

Jul. 2022 - Sept. 2022

Software Placement

- Gained experience working on a large codebase, maintaining existing APIs for Verint's Workforce Management solution.
- Learned valuable modern programming techniques when creating new APIs.

M&Co Trading

Nov. 2021 - Jul. 2022

Warehouse Employee

- Gained experience managing time sensitive deliveries with parcel delivery companies.
- General warehouse work

M&Co Trading

Aug. 2019 - Aug. 2019

Summer Placement

- First look into software industry. Working closely with all members of the Software Development sector. This included networking, data analysis, QA/Tech Support and Programmers.

PERSONAL WORK

HOBBIES

- Game Jams
- Painting
- Fitness & Exercise
- Baking

PROUD OF

- Won a local Game Jam
- 600~ Wishes on Steam
- 900~ Likes across all platforms
- Multiple YouTube playthroughs of Freaked Out

KEY AREAS

- Technical Art
- Level Design
- Games Programming
- Team Oriented

PROFILE

Aside from professional work, I've completed many personal projects during my free time and at University. This list includes the games I've learnt the most from.

More detailed examples of my contributions to these games can be found on my website.

URL: www.lewismcintyre.com

GAMES

Planetary Delivery Boys May. 2024 - Jul. 2025

Games Developer

- Working in a team of two, creating a Multiplayer Horror Simulation game. Mainly focusing on Graphics Programming, General Art/Animation and Level Design.
- My biggest takeaways are an understanding of Pacing, Risk/Reward, Player Psychology/Expectations and how to properly playtest to find deep underlying issues in game mechanics.

Freaked Out Sept. 2022 - May 2023

Games Programmer/Designer

- In a team of twelve across three disciplines, creating a Simulation Puzzle game. I focused on Games Programming, Interaction Design and Technical Art.
- I also took on the role of helping artists and designers integrate their work, teaching them how to use the engine. I believe this gave me a better understanding of not only their workloads and disciplinary strengths, but also of team dynamics as a whole.

Luminous Sept. 2021 - May 2022

Games Developer

- In a team of eight, I took on a majority of the work, creating a Multiplayer Puzzle game. I managed the Level Design, Mechanic Design and Network, Graphics and Games Programming.
- I learned the fundamentals of mechanic creation, specifically directed at encouraging teamwork. I also found unique ways to teach the player mechanics, and balance the pacing of revealing these mechanics to the player.