

Lewis Simmonds

Technical Artist

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Released Games

Brix Blast Friends *Mobile* (Unity), PlayTika

(April 2021 – June 2022)

Details: Hyper-casual, match 3, story driven upgrade game.

Responsibilities: 2.5D world creation, asset management (addressables), animation work (tweening library, unity animation & spine), cutscene creation, particle effects, UI (programming, fonts & implementation), release handling with data migration from pre-prod to prod, custom shader creation, parallax creation, accelerometer behaviour, localisation font handling, optimisation (sprite atlases, game profiling, animation handling, etc.).

Release: Soft-launch October 2020

BRIX! Block Blast *Mobile* (Unity), PlayTika

(April 2021 – December 2021)

Details: Hyper-casual, match 3, saga map game.

Responsibilities: Bug-fixing legacy UI to be compatible with all mobile and tablet sizes.

Release: 2018

Achievements: 500k+ Downloads

SCP:BLINK *PC* **IN PROGRESS (Unity), BigBoiGames**

(May 2020 – Present)

Details: Immersive indie horror game, utilising new unique game mechanics implemented through the application of machine learning techniques.

Responsibilities: Scrum master, product owner, shader creation through shader graph, visual effect creation, UI (creation, programming, fonts & implementation).

Release: October 2020 Demo only

Santa Simulator *PC* (Unity), BigBoiGames

(December 2019, 48Hour GameJam)

Details: Hyper-casual slap-stick puzzle game, featuring detective work that requires you to gift or slap or kick visitors to Santa's house.

Responsibilities: Project manager, cutscene programming, all aspects of UI work (programming, fonts & creation), graphics programming.

Achievements: 3rd place in the Yogscast GameJam.

Noteworthy Unreleased Games

Brix Rivals *Mobile* (Unity), PlayTika

(April 2021 – June 2022)

Details: Mid-core, asynchronous PvP, match 3 game.

Responsibilities: UI (programming, fonts & implementation), custom UI creation of a circular snapping carousel UI system for the main menu, implementation of a custom line renderer that replayed previously recorded enemy player moves with animations and effects, shader creation.

Work Experience

PlayTika, Technical Artist

(April 2021 – Current)

Working on multiple hyper-casual mobile games, implementing various visual elements to increase player experience. Whilst empowering and supporting the art team and implementing their artefacts.

BigBoiGames, Co-Founder

(September 2017 – Current)

Shipping multiple titles as a senior designer and developer at the indie games company BigBoiGames.

Pineapple Studios, Game Programmer & Designer

(March 2021 – April 2021)

Creating new tools that have been used on every game since, introducing new programming standards for the entire team to adhere to, designing GDD's for small hyper casual games.

DareDicing & HomeFCExchange, Co-Founder

(2012 – 2014)

Innovated RuneScape cheating through new programming techniques to help found an enterprise that had employees from across the entire world.

Smokin Mils, Programmer & Security Engineer

(2011 – 2012)

Created gambling games that adhered to SOLID principles and ensured security measures were in place for all members.

Tool Creation

Art Tools (Unity), PlayTika

Conceptualised and developed a stylesheet creator, editor, and builder. Which eased the implementation of art, by streamlining the process whilst maintaining styles.

Animation Library (Unity), PlayTika

Created a flexible lightweight-flexible animation library. Which allowed developers and designers to easily implement optimised animations with one line of code or one monobehaviour.

Weighted Randomisation Tool (Unity), Pineapple Studios

Conceptualised and developed a complete weighted randomisation tool that could accept any object and work with any game.

Education

BSc Computing with Games Development – First Honours Degree

University of Greenwich

Proficiencies

C# | C++ | HLSL | json | mSL | Pascalscript | PHP | Python

Asset Management:	Unity Addressables
Database Management:	SQL
Game Engines:	Unity, Unreal
Graphics Software:	3DS Max, Blender, Photoshop, Spine
Machine Learning:	Tensorflow
Version Control:	Git, Unity Collaborate

Research

Path to Valhalla *PC* (Unity), Research

(September 2019 - May 2020)

Utilizing reinforcement learning created an AI that would fight a player. Using supervised learning developed a weighted loot dropping system based on player weapon preference data.

Custom Game Scripting

All these scripts have been integrated with the MMORPG RuneScape and used commercially.

IRC Gambling Games (mSL), Smokin Mills

Gambling dice bot created for IRC that allowed enabled RuneScape players to gamble, programmed adhering to SOLID principles.

RuneScape Advertising Bot [v1] (pascalscript), DareDicing

First generation of mass advertising bots, which could advertise live on RuneScape.

RuneScape Dice Bot (pascalscript), DareDicing

Implemented the first in-game RuneScape dice bot, that would randomly generate numbers on chat commands from players and get their name from custom colour detection.

RuneScape Clan Spammer (pascalscript), HomeFCExchange

Created the first RuneScape spammer, which mass spammed competitors on multiple accounts.

RuneScape Advertising Bot [v2] (Java), HomeFCExchange

Innovated RuneScape advertising by creating an advertiser that checks players in the area close to the advertiser through injection, allowing the advertiser to be discrete by silencing when a player moderator is nearby.