Lewis Heath

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Personal Summary

I am confident, self-motivated and enthusiastic. I work well within a team but also use my own initiative to complete tasks in an efficient and timely manner. I am punctual, polite and always determined to meet deadlines.
My personality is outgoing which gives me the confidence to establish relationships with a wide range of people and communicate effectively. Currently in my second year studying Computer Games Development at Staffordshire University.

Key Transferable Skills

- Leadership and communication
- Relationship and team building
- Having a flexible attitude and a positive approach
- Works to deadlines.

Technical Skills

- Microsoft Office Packages
- C++
- C#
- HTML
- Python
- Cosworth's Toolset
- Cosworth's Toolbox

Work Experience

The Range   Oct 2017 to Present

I started working at The Range as a Christmas temp in 2017 and was subsequently offered a weekend job. I left for University in 2019, however whenever I am back on holiday, I do as many hours as possible. My main role is working stock, doing displays of new merchandise and till work.

Motorbase Racing   Aug 2017 to Present

I started working with Motorbase to gain experience and watch what the role of Data engineer involved when I was 15. I attended one round of the competition that year. The year after I attended the last two rounds and stepped up my role and started to do some of the work as a Data engineer. Subsequently, they asked me to work for them in the full season the year after. I have been working as a data engineer with them every year since. My role includes extracting data from the car, analysing data and configuring various parts of the dash/car, using Toolset and Toolbox.

- Working effectively in a team
- Working under pressure
- Communicating effectively with the race engineers
- Problem solving
- Time management

JMW Motorsport   2018

In the 2018/2019 season I worked one round with JMW Motorsport on a Ferrari 488 GTE during the British round of the European Le Mans Series. Similar to Motorbase, I analysed data from the car, this time using Motec software.

Staffordshire University   September 2019 to Present

I currently work part time as a Student Ambassador for Staffordshire University. This involves helping on Open days and other University events.

Porsche Centre Solihull   June 2016

For my work experience in my last year of high school, I went to Porsche centre in Solihull for a week. I worked with in all areas of the dealership learning both practical skills and transferable skills.

Education

Staffordshire University, Stoke on Trent
BSc (Hons) Computer Games Development

King Edwards VI college, Stourbridge
<u>A Levels:-</u>
Maths (C) Computer Science (C) Physics (D)

King Charles I School, Kidderminster
<u>GCSE</u>:-
Maths (7) English Language (5) English Literature (5) RE (A) Biology (B) Physics (B) Chemistry (B)
History (B) Computing (B) Geography (C)

Interests

My greatest achievement is gaining my 3rd Degree black belt in Tae Kwon Do. I have been training since I was 4yrs old. I believe my 14 years of training reflects the commitment, dedication and hard work needed to get to this level. As well as developing my own skills I also help teach. I was in junior leadership program at my academy which enabled me to become a better instructor. This further expanded my skills in leadership, team work and communication while also improving my confidence in dealing with a variety of students aged from 4 to 60! Unfortunately, after moving away I haven't been able to keep up my passion since.

I also have a keen interest in Motorsport and Games. Not only do I enjoy working in Motorsport I enjoy watching the racing as well as the atmosphere. Fortunately, that comes with the job, so I get to travel all over the country seeing different tracks and watching lots of races. Games is another great passion of mine and have been playing since the young age of 7.

Programming Projects

The Last Stronghold - The Last Stronghold is a tower defense, strategy-based game. The game is set in the near future where technology has advanced. However, the government got greedy and took Alien technology from another planet. This caused the aliens to attack Earth, destroying most civilization. But not all hope is lost, there is one settlement left – The Last Stronghold. The remaining people on the Earth must protect the last town! Using their own technology against them in the hope to survive the onslaught. Written in C# using Unity.

Shoot Fast! - The aim of the game is in the name! Fight through an aim training facility as fast as you can, shoot the red people, avoid the green people. The player has two different weapons to choose from - AK47 and M107. In addition, 3 highly explosive grenades. However, accuracy counts; the higher your accuracy at the end, the more points you are rewarded. Written in C# using Unity.

Super Mario Bros – Super Mario Bros is a 2D platformer game written in C++ using SDL 2.0. Just like the original, the aim of the game is for Mario and Luigi to reach the flag at the end of the map. However, there are numerous enemies and obstacles in the way.

OpenGL Project – Using Gl, glm, glew, this project rendered in various objects into different scenes. The scenes have various realistic light elements. One scene had a helicopter flying through the sky into a desert, the second scene was a car park including a variety of complex car meshes. Finally, there was a 'make your own scene' where the user could change the rotation, scale and position of the object, as well as the texture and shape of the object.

Pacman – Pacman is a C++ project using S2D. It contains many of the features of the original Pacman game such as the ghosts, Pacman, Munchies, Cherries but also has a few of my own twists added to it. For example, a Speed boost. The objective of the game is still the same - Collect all the munchies and don't die to the ghosts!

Zombie Survival – Zombie Survival was a round based survival game I made using Pygame in Python. The player would shoot at the zombies till the player died and included different weapons, powerups and even online local multiplayer.

References available upon request