

Lewis Comstive

Gameplay & Engine Programmer



Contact

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Skills

Languages

- C#
- C++

Version Control Software

- Git and GitHub
- Perforce

Engines, Tools and Frameworks

- Unity
- Visual Studio
- Trello
- CMake and Premake
- OpenGL
- ImGui
- Raylib

Education

2021 – 2022 Advanced Diploma of Professional Game Development ([10702NAT](#))

Summary

A motivated games programmer with two years of experience designing and implementing systems inside independent and team environments.

Experience

Heart of the Forest (August-December 2022)

<https://littleredcap-studio.itch.io/heart-of-the-forest>

A sidescrolling platformer made in a team of 17, where I designed and implemented the dialogue system, player systems and game trailer. With the increased team size, I was able to greatly grow my communication skills and experience in assisting other disciplines.

Totally Titled Tower Defence (April-November 2022)

<https://lcomstive.itch.io/totally-titled-tower-defence>

A solo project to experience making a game from conception through to release. This increased my experience in the smaller polish, implementing feedback and balancing in-game units.

Aqua Engine (September 2022 – Ongoing)

<https://github.com/lcomstive/AquaEngine>

A custom game engine for exploring different technologies. The largest challenges encountered were developing inside a large codebase and maintaining cross-platform compatibility.

Kaida (November-December 2021)

<https://lcomstive.itch.io/kaida>

A 2.5D bullet hell game, produced in a team of 13. As lead programmer my role was to assign tasks accordingly and keep track of progress; I was also responsible for the player's movement and abilities. As my first project in a team with other disciplines, I learnt a substantial amount through communicating with people in other roles.

Carvroom (September 2021)

<https://lcomstive.itch.io/carvroom>

An endless runner-style car game for PC and Android, a collaborative project between two programmers.