



# Trent Lewis



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## PORTFOLIO LINKS

- <https://tgrahamlewis.wixsite.com/website-4>
- [www.linkedin.com/in/tgrahamlewis](https://www.linkedin.com/in/tgrahamlewis)

## EDUCATION

**Bachelor of Science** | Game Design  
**Bradley University, Peoria, IL**

05/2021

## GAME PROJECTS

### BELLISSIMO

06/2021 to 05/2022

#### Game Project | Peoria, IL

- Role: Level Designer, Gameplay Designer
- Worked closely with the Programmers and artists on game mechanics for implementation
- Created spreadsheets using Microsoft Excel for daily, weekly and monthly reporting.

### COGS IN A COSMIC MACHINE

08/2020 to 05/2021

#### Seinor Capstone Project | Peoria, IL

- Role: Design Lead
- Bradley University Senior Capstone
- Establishing interpersonal relationships between 21 team members.
- Designing intricate branching story paths and keeping communication between multiple disciplines and skill sets.

### HARD TIMES AT THE HEAVY HEART MOTEL

01/2020 to 05/2021

#### Game Project | Peoria, IL

- Role: Level Designer, 3D Artist and Gameplay Designer
- Implemented 3D assets, collaborated between 3D artist programmers and designers, designed, and created the level, analyzed game play mechanics, and iterated upon observations
- Featured in IndieCade 2020

### NEBULA

10/2018 to 03/2020

#### Client Work - Peoria Riverfront Museum | Peoria, IL

- Role: Team Lead and Producer
- Communicated between multiple disciplines to ensure strong and clear communication. As well as schedule out staggered deadlines for implementation
- Established interpersonal relationships between all 25 team members over the period of 2 years
- Scheduled meetings with our client, the Museum, preparing for implantation as a permanent exhibit

### REBOUND

09/2018 to 10/2018

#### Game Project | Peoria, IL

- Role: Level Designer
- Collaborated with a team of 3 people.
- Worked closely with the Programmers on game mechanics for implementation

## SKILLS

### Game Development

- Proficient in: Unity game engine, Flow chart Use, Photoshop, Illustrator, Bug and issue detection, Gameplay flow, Level design

### Working in teams

*Hall Director (HD) - Bradley University Residential living:*

- Led Resident advisors and solved problems and conflicts that arose in the community.

### Discipline

*Central Judo Club, Lusaka:*

- Trained with Zambian military and attended international tournaments with team and Earned Black Belt