

Christian Lewis-Monto

Programmer

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PROFILE

Hardworking university student with over a years experience working on a AAA game in a proprietary engine. I strive to constantly learn and better myself, which is why I would be a good candidate for your company. My desire to learn as well as hardworking ethos means that the experience will be invaluable, and the foundation of my industry career. Some of my passions include mathematics, programming, technology and gaming.

PROFESSIONAL EXPERIENCE

d3t, Programming Intern

July 2024 – July 2025
Warrington

A year internship where I worked on a AAA game in a proprietary engine. My daily role would involve planning and structuring my day according to my allocated tickets and tasks on Azure Dev Ops, fixing various bugs as well as implementing new features. My role included reviewing code, writing up documentation and work proposal documents, as well as presenting the work completed in the milestone to the client and users.

Care Connect Bury Ltd, Administrator and Data Analyst

April 2022 – July 2024
Bury, Lancashire

Currently my role is split into two sections. The first being HR Administrator where I organise and complete interviews, employee files, add employees to our system and organise their training and inductions. The second section is comprised of analysing the data of our companies delivered work, finding the outliers and investigating issues, analysing the work completed by employees and generating spreadsheets that are submitted to the council.

I have used various skills to increase productivity, including excel formulas, programs that automatically sort, calculate and generate spreadsheets (programmed in C++ and python).

Photomath, Freelancer Math Expert

July 2020 – April 2022
Remote

Worked as a freelancer math expert solving math tasks that range from elementary math problems all the way up to more advanced topics including multivariable calculus. Additionally, I reviewed other math experts' tasks ensuring that the solutions typed up were mathematically correct, follow the correct rules and were broken down into in-depth steps.

Henley High and Preparatory School, Teaching Assistant

January 2020 –
March 2020

Due to obtaining 89% for Engineering and Graphic Design and 96% for Mathematics, I was offered a position to assist the teachers with teaching as well as admin work. I helped teach the high-school kids as well as set and mark their exams. This position was stopped due to COVID.

EDUCATION

BSc (Hons) Games Programming, University of Greater Manchester

September 2022 – Present

Currently studying games programming. I have experience in multiple languages as well as proprietary and commercial engines. Main languages being C++ and C#. And engines - Unreal Engine and Unity. Overall average of 97% for programming modules.

MMath (Hons), University of Manchester

September 2020 – June 2021

Studied Master of Mathematics (Hons). Achieved 87.6% for my first year of the course. The modules I completed included multi-variable calculus, linear algebra, introduction to pure mathematics, applied mathematics (physics), probability and statistics.

A level (or equivalent)

January 2007 – December 2019

In my schooling career I obtained various achievements such as getting the top 1% of marks for the country for two subjects. Achieving 96% for mathematics and 90% for advanced mathematics. Obtained 7/8 A's for my final marks.

PERSONAL PROJECT LEARNING OUTCOMES

Game Engine (Vulkan)

I am creating my own game engine following a custom Entity Component System and Vulkan for the graphics. The engine is split into multiple projects for the Game, Editor and Engine, as well as multiple test projects to test things such as the implemented math libraries (including Quaternions). The solution has a custom build process which involves automatically generating reflection for components which is used to auto populate properties panel as well as serialization and deserialization.

3D Renderer

Used SDL2 to create my own 3D renderer. I coded a simple project that loads a model from obj file and renders it to the screen. I added a slight bit of lighting by using tangent vectors and dot product with a light source as well as some simple culling.

Call of Duty Zombies Recreation

I implemented my own game engine following an Entity System. Using the engine I recreated a top down shooter version of COD zombies. I used various techniques including object orient programming, polymorphism as well as creating my own systems such as rendering manager and own collision system. The purpose was to recreate the game whilst implementing techniques that could be easily adjusted. I implemented loading in information from files to show how values could easily be adjusted by anyone.

REFERENCES

References available on request

SKILLS

Programming

C++, C#, GLSL, Python

P4V

Unity and Unreal Engine

Mathematics

Microsoft Office

ACCOMPLISHMENTS

- Top 1% of marks in country for Computer Application Technology (2019)
- Top 1% of marks in country for Mathematics benchmark test (2018)
- Prefect and later Head Prefect in School
- Attended Rotary Leadership Award (2018)
- Represented region in Chess Championships (2013 - 2019)
- Provincial Arbiter in Chess [Similar to a "judge" in chess]