

Lewis Moholt

Games Designer at Lively Studio/Electric Square

Creative and adaptable Game Designer with 3 years of industry experience across AAA and mobile titles. Skilled in multiple design disciplines with a focus in gameplay design.



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WORK EXPERIENCE

Games Designer

Lively Studio/Electric Square

10/2022 - Present Leamington Spa, England, UK.

Electric Square provides world-class game development services for the biggest and best partners in the industry.

Achievements/Tasks

- Credited Mission Designer on a 3rd person shooter AAA title
- Multiple mobile titles in Level Design, Puzzle Design, Gameplay Design, Economy Design, Systems Design, Ability Design
- T-shaped Designer

Contact: Mark Sorrell - mark.sorrell@livelystudio.com

VR Games Programmer

Goggleminds

07/2021 - 08/2022 Cardiff, Wales, United Kingdom

Goggleminds uses the latest in immersive technologies to create training content for medical practitioners.

Achievements/Tasks

- Create an engaging VR solution directed at healthcare staff
- Idea generation to build and develop a new IP
- C# Programming in Unity with Oculus Quest 2

Contact: Azize Naji - azize@goggleminds.co.uk

EDUCATION

BSc in Computer Games Design & Development (1st Class Honours)

Cardiff Metropolitan University

09/2018 - 07/2021 Cardiff, Wales, United Kingdom

Modules

- | | |
|---|--|
| • Designing & Implementing Game Mechanics | • Developing Quality Software & Systems |
| • Mobile Game Development | • Game Systems Fundamentals |
| • Multi-Player Game Development | • Designing Game Assets & Implementing Mechanics |
| • Game Engine Development | • Real-Time Computer Graphics |

SKILLS

Game Design

Level Design

Technical Design

Team working

Unity 2D/3D

Unreal Engine 5

Communication

Problem Solving

Creativity

Critical Thinking

C#

C++

Audio

PROJECTS

Itch.io Page - moholty.itch.io (2018 - Present)

- My personal Itch.io page where I publish game-jam games I work on in my spare time
- Over 1,500 views, 200+ Downloads, 1,000+ Plays

Jamfuzer Employment Pathways Game Jam 2021: Neo-Runner (05/2021 - 07/2021)

- 1st Prize Award for Best Audio Design
- Feedback from industry professionals
- 100+ downloads

Jam The Mess Game Jam 2021 - 'CanCElled' (04/2021 - 02/2022)

- Game Jam winner - 1st place
- Feedback from industry professionals
- Wellcome trust funded Welsh translation
- Presented to schools across England & Wales

Terrorarium Level Design Competition (03/2020 - 06/2020)

- Top 3 winner
- Feedback from industry professionals
- Credited as a Level Designer in the commercial release of 'Terrorarium' on Steam

LANGUAGES

English

Native or Bilingual Proficiency

Italian

Professional Working Proficiency

INTERESTS

Music Production

Gaming

Astronomy

Horticulture

Mechanical Engineering

Reading