# Megan Lewis

## Contact

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Developer Site: *ozoneinteractive.com*

## Projects

**THIEF Level,** *Level Design Module*
Unreal Engine, Blueprint, Solo

Created a playable level in Unreal Engine inspired by the *THIEF* franchise. Used Blueprint to script level functionality. Studied similar levels and play tested to refine the level flow.

**Untethered,** *Games Studio Module*
Unity Engine, Lead Designer, Team of 10

Created a 3D Metroidvania in Unity engine, acting as the Lead Designer. Managed 4 artists and 2 technical artists. Wrote documentation on the game, and organised tasks for the whole team. Designed areas in the early game, and implemented others based on greyboxes.

**Dream Spectra,** *Personal Project*
Ren'Py, Python, Solo

Created a surreal Horror/Romance visual novel. All of the programming, UI, writing, music and sound, and background art was done by me. The game is due to be released on Steam at the end of 2025.

## Education

Sep 2023 – May 2026
**BSc Games Design,** *Bournemouth University*

## Skills

**Unreal Engine**, *Blueprint*
**Unity**, *C#*
**Git**