



PROFILE

Game developer with experience with C++ and Unreal Engine 5. Primarily interested in game mechanics and systems.

CONTACT

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Portfolio:
<https://aliclark2023.github.io/>

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HOBBIES

- Developing gameplay prototypes (weapon combo system)
- Building and tweaking computers (creation and maintaining home lab servers)
- Astrophotography and astronomy (Long exposure and timelapses)

ALISTAIR CLARK

Student Game Developer

EDUCATION

Abertay University

2022-2026

BSc (Hons) Game Applications Development (CGAD)

Covering topics including graphics programming, gameplay mechanics, data structures and algorithms and game AI. Displayed multiple projects for the public for open days.

Abertay University

2012-2015

BSc (Hons) Digital Forensics

2:1 degree covering topics involving network security, biometric systems, mobile device forensics and image recovery from data fragments.

WORK EXPERIENCE

Odeon Cinemas (Cinema Host)

2023-present

Undertaking various public facing roles (retail, ushering and foyer host) within a team to resolve any customer problems and ensure a great cinema experience.

Peter McKerral & Co (Assistant Mechanic)

2009-2022

Undertaking diagnosis, repairs and services of Heavy Good Vehicles (HGVs).

Gained good teamwork and analytical skills to ensure vehicles are safe for the road within a timely manner.

SKILLS

- Dare academy finalist that progressed existing university project and showcased to the public.
- UE 5 Blueprint and C++ experience developing underlying game systems (narration, target wave progression, target behaviour)
- Using Godot and GDScript with genetic algorithms to simulate optimal pathfinding within a 2D level.
- Use of team management software (Jira) to structure and progress a project
- Use of source control software (Perforce & Git) to version existing projects and revert changes when necessary.