ALISTAIR CLARK

Student Game Developer

PROFILE

Game developer with experience with C++ and Unreal Engine 5. Dare Academy 2025 finalist with an interested in game mechanics and systems.

CONTACT

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Portfolio Site

LinkedIn Profile

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CORE SKILLS

- C++, GDScript and C#
- Unreal engine, Godot, Unity
- SFML, OpenGL, DirectX 11, PS5
- NVIDIA Nsight, Unreal Insights and Profilers
- Git and Perforce Source control

HOBBIES

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

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
Effectively communicating with team and public to resolve any occurrent problems and deliver excellent service.

Peter McKerral & Co (Assistant Mechanic)
2009-2022
Worked with intricate system and tools to diagnose complex mechanical & technical issues and implement efficient solutions.

NOTABLE PROJECTS

- Dare academy project that progressed university coursework
  - Collaborated with a multidisciplinary team including artist, animators, designers and producers to develop a public facing game using Unreal Engine 5
  - Documented project outline, scope & deliverables with team management software (Jira)
  - Developed core systems: Narration loader, Level progression, Target behaviour, UI functionality and interaction interfaces
  - Successfully delivered a playable prototype showcased at the DCA in Dundee

- Magnus Library 3rd Year Game Jam
  - Developed in Unity and C#
  - Collaborated with artists and designers to create three progressively challenging levels
  - Developed inventory management system and UI logic for artists assets

- Weapon mechanics project UE 5 University project
  - Developed weapon system that changes its behaviour depending on its location within the player inventory UI
  - Blended C++ and blueprints to create a modular weapon system that could be applied to pickups or other interactable objects.