

# Cormac Somerville

Scotland - <https://uk.linkedin.com/in/cormac-somerville> - <http://cormacsomerville.com>

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An efficient game developer with four years of software development experience with a passion for low level engine development and graphics programming. Can work efficiently in multidisciplinary teams within professional contexts. Proficiency in C++ and C# for game development and experience in Unity and Godot.

## Experience

<b>Farsight Digital Solutions - Platform Architect - Remote</b>	<b>2021 - Present</b>
<ul style="list-style-type: none"><li>- Created multiple <b>business systems</b> for use cases such as stock warehouse management, AI email processing, and job management.</li><li>- Created <b>secure and robust customer facing systems</b>.</li><li>- Integrated a variety of services to custom platforms using <b>REST APIs</b></li><li>- Use of cloud code &amp; low-code platforms such as Make, AWS, Azure and Xano.</li><li>- Cooperating with a team and providing assistance on projects.</li><li>- Worked as a project owner, this involved <b>managing client relations</b>, breaking down tasks, and managing multiple team members.</li></ul>	

## Selected Projects

Full Project Directory: <http://cormacsomerville.com/#portfolio>

<b>Still Forgotten - DARE Finalist Project - Non-euclidean Stealth</b>	<b>2025</b>
<ul style="list-style-type: none"><li>- Worked with a multidisciplinary team of eight to create a professional game demo.</li><li>- Created multiple core game systems including portals, dynamic loading, dialogue, and closed captions.</li><li>- Used <b>JIRA</b> to manage tasks across the team.</li><li>- Worked alongside three other programmers over multiple systems collaboratively.</li><li>- Developed using <b>C# &amp; GDScript</b> in <b>Godot</b>.</li><li>- Optimised the game, making use of Godots <b>profiling tools</b> as well as <b>Nsight graphics profiling</b>.</li><li>- Created an art asset and level creation pipeline.</li></ul>	

<b>Squirrel Engine - 3D C++ Game Engine - Solo Project</b>	<b>2024-2025</b>
<ul style="list-style-type: none"><li>- Created multiple systems such as <b>resource management, graphics rendering, physics integration</b> and input handling.</li><li>- Developed <b>custom memory allocators</b> using a <b>small pools</b> system for use with heap objects and VRAM.</li><li>- Includes a custom rendering engine which uses either <b>DX11 or Vulkan</b>.</li><li>- Features runtime scene deserialization for easy editor integration.</li></ul>	

## Education

<b>Computer Games Technology BSc(Hons) - Abertay University</b>	<b>2022-2026</b>
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Recognitions:

- Alexander D G Kydd Prize (Highest Performing 2nd Year Student in the School)
- A D D McKay Senior Prize (Highest Performing 2nd Year Student in Computer Games Technology)
- David Potter Memorial Prize (Highest Performing 1st Year Student in Computer Games Technology)
- Hannah Maclare Prize (Highest Performing 1st Year Student in Mathematics)

## Skills

- Proficient in C++ and C# and familiarity with Javascript, Lua and Python.
- Worked successfully in multidisciplinary teams in professional contexts.
- Proficient in Unity and Godot game development.
- Familiar with programming design patterns such as Singletons, Interfaces, Custom Memory Allocators, and Service Locators.
- Graphics programming with DirectX11 and Vulkan.
- Experience with Source Control and task management tools like JIRA and ClickUp.