

Ari Alexander Tannahill Thomson

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Profile

As a games development student in my final year, I'm looking to get real-world experience in games programming before the end of my studies. Skills in C++ in an object-oriented view with experience in DX11, OpenGL, as well as engine experience in Unreal and an in-house PS5 engine, Skateboard.

Education

BSc (Hons) - Computer Games Application Development
Abertay University, 2022 - 2026

Relevant Modules

DES315 - Professional Project
CMP301 - Graphics Programming with Shaders
CMP302 - Gameplay Mechanics Development
CMP208 - Game Programming and System Architectures
CMP203 - Graphics Programming
CMP105 - Games Programming
CMP104 - Programming with C++

Shawlands Academy, Glasgow, 2016-2022

6 Highers at A level, including Computing Science and Mathematics

Relevant Experience

Research Assistant, Abertay University
June 2025 - October 2025

Other experience

Marks & Spencer - Seasonal Sales Assistant
December 2023

ThomsonHunter Associates - Secretaries Assistant

Core Skills

- C++
- Unreal Engine
- SFML
- Version Control - Perforce and Git
- Object Oriented Design

Achievements

- 2025 DARE Academy Finalist
- 2018 BAFTA YGD Finalist
- Gold DoFE recipient

Interests and Hobbies

- Abertay Men's Field Hockey captain
- Volleyball
- esports