Ari Alexander Tannahill Thomson

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Profile

Final year game development student at Abertay University, on track for a first-class degree, with a strong focus on programming, applying for the graduate and junior games programming positions.
Winner of DARE Academy 2025, Abertay University's premier games development competition, as a programmer on the student-led team, Riverboat Games.
Experienced and skilled in C++ with an object-oriented view and experience in DX11, OpenGL, as well as engine experience with Unreal and an in-house PS5 engine, Skateboard. Particularly interested in furthering my knowledge of back-end systems and how they integrate into video games.

Selected Projects

Galactic Postal Servitude - *Riverboat Games (Student Team), 2025*

Galactic Postal Servitude is a point and click puzzle game where a player must approve or deny parcels being sent by aliens.
I worked as one of two programmers on this project in a group of eight students, largely focusing on the back end systems such as the parcel generation, day system, save system, and player decision tracking and validation.
The project was made as part of the DES315 professional project module where I received an A, and later as part of DARE Academy where my team and I massively overhauled the game and were both overall winners as well as audience choice winners.

Relevant Skills – Unreal Engine 5, UE5 Blueprints, Perforce Source Control, Teamworking, Communication.

Direct X11 River Scene - *2024*

River scene built using the DirectX11 graphics library.
The scene features simulated water using Gerstner waves and procedurally generated terrain that contains the wave. Other features include a loaded model, shadows, tessellation (both dynamic and static), bloom with the compute shader, and multiple lighting types.
I worked on this project during the CMP301 module where I received an A+.

Relevant Skills – Direct X11, C++, Git Source Control.

Core Skills

- C++
- Unreal Engine 5
- SFML
- Direct X11
- OpenGL
- Source Control – Perforce and Git
- Object Oriented Design

Soft Skills

- Teamworking
- Communication
- Leadership
- Microsoft Office

Languages

- English
- Finnish

Achievements

- 2025 DARE Academy Winner
- 2018 BAFTA YGD Finalist
- Gold DofE recipient

Interests and Hobbies

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

Two in the Chamber - *2024*

Two player arena battler where the players can pick up different weapons and upgrade their stats throughout each game.
This project was built using the Skateboard engine, an in-house engine provided by Abertay University for PS5 development, during the CMP208 module where I received an A.
I worked in a team of three as a programmer and worked on the weapon mechanics as well as the upgrade system.

Relevant Skills – Custom Engines, C++, Git Source Control, Console Development, Teamworking, Communication.

Education

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

Relevant Modules and Grades

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

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*

Worked on a preexisting codebase to modify a Streamlit webapp using Python. The webapp is used to perform thematic analysis on transcribed interviews using LLMs.