# Ari Alexander Tannahill Thomson

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## Profile

As a games development student in my final year, I'm looking for entry and junior positions in generalist and games programming roles.
A winner of DARE Academy 2025, Abertay University's premier games development competition, as a programmer on Riverboat Games.
Skills 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.

## Selected Projects

**Galactic Postal Servitude** - *Riverboat Games, 2025*

Galactic Postal Servitude is a point and click puzzle game where a player must approve and deny parcels being sent by aliens.
I worked as one of two programmers on this project in a group of eight.
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*

DirectX11 river scene using Gerstner waves to simulate water with procedurally generated terrain to contain the wave as well as a loaded model, shadows, tessellation (both dynamic and static), bloom with the computer shader, and multiple lighting types.
I worked on this project during CMP301 where I received an A+.

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

**Two in the Chamber** - *2024*

Two player arena battler where the players can pick up different weapons and upgrade their stats throughout the 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.

## 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

# Education

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

Relevant Modules

    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 (Planned Completion)*

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.

# Other Experience

Marks & Spencer - Seasonal Sales Assistant
December 2023