

# Ari Alexander Tannahill Thomson

Email: [ari\\_alexander@outlook.com](mailto:ari_alexander@outlook.com)  
Phone: +44 7450 530 386  
Portfolio: <https://www.aatthomsondev.co.uk/>  
LinkedIn: <https://www.linkedin.com/in/ari-alexander-tannahill-thomson/>

## 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 (Student Team), 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 students. 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