

Ryan Thomson

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Profile

Full stack object-orientated programmer who specializes in games programming. Strong working knowledge of maths, algorithms, and data structures commonly found within games. Naturally able to quickly pickup and acclimate to new programming languages, tools, software, and development environments. Comfortable working within a team or independently.

Skills

Programming: C++, C, C#, Java, Python, Node.js, SQL/NoSQL

Production: Jira, Confluence, Trello

Software: Visual Studio, VSCode, Rider, IntelliJ, Unreal Engine, Unity

Work Experience

Pocket Sized Hands Limited

Games Programmer

01/2020 – Present

Create, develop, and maintain game applications for third party clients. Typically using Unreal Engine (C++) or Unity (C#). Experience with all stages of game development.

- Solely developed a VR game prototype for a client.
- Remastered a previously released Unity game using Unreal Engine.

Tag Games

Games Programmer

03/2020 – 09/2020

Contracted through Pocket Sized Hands to work here for 6 months.

Contributed to the development and maintenance of a popular mobile game.

- Helped develop a major game feature relating to micro-transactions.
 - Bug fixed through Jira and an external third-party QA team.
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Education

University of Abertay Dundee

09/2015 – 05/2018

(BSc) Computer Games Technology

Awards

09/2018

Tranzfuser

09/2017

Dare Academy

09/2016

A D D McKay Senior Prize