

Thomas Ballantyne

OBJECTIVE

I am very passionate about STEM subjects and enjoy using physics and maths to problem solve, develop software and create useful devices.

I have experience of working independently and as part of a team. I enjoy taking on leadership roles as well as being a team contributor.

I am very hardworking and driven to achieve the best that I can, whatever I am doing. I enjoy putting my skills to use developing video games, producing 3D printed objects and learning about cutting edge technology.

SKILLS

C++
Unreal Engine
HLSL
Gameplay Programming
Artificial Intelligence
Augmented Reality
Procedural Generation
Problem Solving
Teamwork
Fast Learner

BASED

Dundee, Scotland

CONTACT

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PORTFOLIO

<https://thomasbgamedev.net>

EXPERIENCE

AUG 2023 – CURRENT

Graduate Business Analyst • KCADeutag

Key responsibilities:

- Innovated training methods by developing a user-friendly PowerApp, making test results easily understandable and discrepancies swiftly identifiable. Utilised SharePoint for meticulous data tracking and harnessed PowerBi for comprehensive reporting, ensuring a more inclusive and effective training experience for diverse language backgrounds..
- Simplified intricate payroll processes within SAP by creating an Excel-based calculator. This tool, using mirror time methodology, efficiently cross-checked manual changes, significantly reducing errors caused by interventions from in-country teams and enhancing overall system accuracy.

Skills Proven:

- Acknowledged for rapid adaptability and a proactive problem-solving approach, thriving in challenging environments and swiftly comprehending new concepts and complexities.
- Demonstrated analytical proficiency in understanding the nuances of Middle East labour laws, proving invaluable in scrutinising project requirements.
- Excelled in fostering collaborative teamwork, contributing significantly to achieving collective project goals.

EDUCATION

SEP 2019 – MAY 2023

BSc (Honours) Computer Game Technology (2:1) • Abertay University

Honours Project: 'An Evaluation of Shallow Water Equations to Enhance Realism of Water in Real-Time Computer Games'

Knowledge and Experience gained through course:

- Object-oriented Programming
- Systems Development
- Gameplay Programming
- Graphics Programming
- Artificial Intelligence
- Augmented Reality
- Client Based Projects
- Multi-disciplinary Team Program Development
- Developed Software to allow games to interact with Fitness Equipment
- Final year dissertation on real-time fluid dynamics/water simulation in video games

OTHER INFORMATION

Avid custom keyboard and DIY tech project enjoyer.

Most happy when writing code.

Loves Japanese culture and language.

Enjoys the benefits of going to the gym for positive mental health!

Likes to join Game Jams with friends.

AUG 2013 – MAY 2019

Secondary School • Westhill Academy

Qualifications attained:

- Advanced Higher Mathematics - Grade B
- Higher Physics - Grade A
- Higher Chemistry - Grade A
- Higher Computing Science - Grade B
- Higher Mathematics - Grade B
- National 5 (CompSci - B, Maths - B, Physics - B, Chem - B, English - C)

OTHER TRAINING/SKILLS

- Work experience at Game Development Studio
- Volunteer Club Golf Coaching Assistant

REFERENCES

- James Threlfall, Lecturer Abertay University, School of Design and Informatics, j.threlfall@abertay.ac.uk
- Rebecca Cowe, Business Analyst, KCADeutag, rebecca.cowe@btinternet.com