

Kieran Thorpe

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EXPERIENCE

Retail Assisstant, Primark. Dundee/Edinburgh

11/2021 - Present

- Point of sale staff responsible for handling cash and card transactions in a busy, high-volume retail environment.
- Maintaining till points stock and replenishing them when they were running low

Research Assistant, Abertay University

06/2024 - 08/2024

- Worked on implementing a PvP game within Unreal Engine that makes use of networking
- Implemented a weapon system that can load any configuration from a table
- Refined a VR framework by cleaning up technical code for use in a dementia study

SKILLS

Programming Languages and Tools: Unreal, Unity, C++, C#, DirectX11,OpenGL, Jira, Git, Notion

Languages: English (Native)

Other Skills: Deep Understanding of 3D Mathematics, Debugging in Visual Studio & Renderdoc, Event Coordination & Management, Time Management

EDUCATION

BSc (Hons) Computer Games Application Development, Abertay University,

09/2020 – 06/2024

- **Results:** Second Class Upper Division (2:1) with Honours
- **Relevant Modules:** Gameplay Mechanics Development, Audio Programming, Tools Programming, Graphics programming in DX11, Artificial Intelligence, Data Structures & Algorithms, AR Development

PROJECTS

Developer, Draco, GMTK Jam 2025

07/2025 – 07/2025

Project Link: <https://kyrie123416.itch.io/draco>

- Integrated the Gameplay Ability System to handle all the player and enemy stats
- Implemented AI behaviour using the behaviour tree and environment query system
- Implemented asynchronous tasks to handle listening to stat changes on the HUD

Developer, Bubble, Global Gamejam 2025

01/2025 – 01/2025

Project Link: <https://globalgamejam.org/games/2025/bubble-1-4>

- Worked on making a movement system that mimicked under water movement
- Implemented a tag-based collision system to avoid repetitive casting for each interaction.
- Implemented AI movement along splines and having the AI switch between random splines

Lead Programmer, Dvergatal, University Professional Project

01/2023 – 06/2023

Project Link: <https://creativenchaoitic.itch.io/dvergatal>

- Developed an axe throw mechanic inspired by God of War within a split-screen PvE game
- Engineered enemy AI that detects and pursues players upon gaining line of sight.
- Crafted custom shaders to visually highlight the player wielding the artifact
- Worked within a team using Github as source control, and Jira and Confluence to manage tasks and documentation when collaborating on the project

Hobbies & Interests

- Dark fantasy novels & games
- Finding new music
- Caring for a variety of animals
- Watching horror films
- Nature wanders
- Event volunteering