Kieran Thorpe

Dundee|+44 (0)7856160122 | kieran123416@gmail.com | Portfolio | github.com/CalamityCrowe

EXPERIENCE

Research Assistant, Abertay University   **06/2024- Present**

- 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
- Worked on a VR framework by cleaning up the technical code so it can be used in a dementia study

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

SKILLS

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

Languages: English(Native)

Other Skills: Deep Understanding of 3D Mathematics, Debugging in VS & Renderdoc, Time Management

PROJECTS

Developer, Unreal 2D/3D Hybrid Framework, Personal Project   **06/2023 – 05/2024**

Project Link: https://github.com/CalamityCrowe/2D-template-Unreal

- Implemented 2D paper characters that can interact within a 2D or 3D world using enhanced inputs
- Created an abstract component system that can be used to animate any paper character
- Implemented Niagara particles to be used with an adjustable magic system

Developer, Cordelia's Sight, Honours/Personal Project   **09/2023 – 05/2024**

Project Link: https://github.com/CalamityCrowe/Cordelias-Sight

- Created a VR framework made entirely in C++ within Unreal Engine 5
- Integrated PS5 deployment to make use of PlayStation inputs and frameworks
- Integrated Audio Reflections and Tempest Framework in order to do audio-based level navigation to see if this is viable as the primary source of level navigation

Lead Programmer, Dvergatal, University Project   **01/2023 – 06/2023**

Project Link: https://creativenchaotic.itch.io/dvergatal

- Implementation of an axe throw mechanic from God of War within a split-screen PvE game
- Implementation of enemy AI to pursue the players when it has a line of sight
- Implementation of the shaders used to highlight the player that has 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
- Maintained regular communication with our industry client, presenting the progress of the project each week and organising the next sprint making use of an agile workflow

HOBBIES & INTERESTS

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