

# Alistair Cormack

Software Engineer, Games Developer • Brighton, UK  
cormackali@gmail.com • [www.alicormack.com](http://www.alicormack.com)

## Experience

- **Boss Alien (Natural Motion) October 2016 - Present (Unannounced Title)** : Working mainly with C# in the Unity engine. As a gameplay programmer I have worked on complex tasks such as forward projectile prediction, collision detection, pooling and real time client-server synchronization. Development of tools such as custom node-graph editor for data modification, significantly reducing the engineering time required for new design concepts to be tested in-game.
- **Mobile App Developer 2014-2016**: Engineering mobile applications (primarily iOS) in both full time employment ([Eden Agency](#)) and as a contractor. This involved meeting clients, establishing goals, and regularly updating them on progress. Includes work for brands such as Cancer Research UK, Yara International, Auntie Annes and Camden Market.
- **Independent**: Designed, illustrated, engineered, and managed an independent web [game](#) which was later sold to Nickelodeon. Currently iterating on a [Chrome extension](#) for use by concept artists for easily accessible design inspiration.
- **Organisational**: Organised one of the internet's largest tutorials on Flash and web game development, involving over 50 authors across the globe.

## Education

- **First Class MEng in Computer Science with Artificial Intelligence, University of York**
  - *Interactive Applications*: A focus on understanding human computer interaction and the creation of games, apps and other interactive media.
  - *Multi Agent Games*: Study of the mathematics behind agent driven games and the use of this to develop intelligent AI systems.
  - *Low Level Engineering*: A broad knowledge of the underlying mechanisms which drive computation, including detailed memory management and optimisation techniques.
- **Computer Vision and AI**: My [master's dissertation](#) discusses the autonomous navigation of robots in unknown environments, and documents the development of one such solution. This involved image noise reduction, the detection of salient image features, feature matching algorithms and vocabulary based machine learning algorithms.

## Skills

- **Languages** : C#, Objective-C, Swift, C++, Python, Ada, Java, Javascript, SASS, PHP, SQL, C
- **Frameworks** : Unity, Unreal 4, KinectSDK, Cocoa, AndroidSDK, PhoneGap, web2py, Phaser,
- **Concepts** : Unit and Systems Level Testing, Internationalisation, Program Architecture
- **Software** : Visual Studio, Eclipse, Atom, XCode, MatLab, Flash, Photoshop, Git

## Personal

- Fencing
- Design and Illustration
- Real time audio-visual software