

Cormac Somerville

Scotland - <https://uk.linkedin.com/in/cormac-somerville> - <http://cormacsomerville.com>

An efficient game developer with five years of software development experience with a passion for low level engine development and graphics programming. Can work efficiently in multidisciplinary teams within professional contexts. Proficiency in C++ and C# for game development and experience in Unity and Godot.

Experience

Farsight Digital Solutions - Platform Architect - Remote

2021 - Present

- Created multiple **business systems** for use cases such as stock warehouse management, AI email processing, and job management.
- Created **secure and robust customer facing systems**.
- Integrated a variety of services to custom platforms using **REST APIs**
- Use of cloud code & low-code platforms such as Make, AWS, Azure and Xano.
- Cooperating with a team and providing assistance on projects.
- Worked as a project owner, this involved **managing client relations**, breaking down tasks, and managing multiple team members.

Selected Projects

Full Project Directory: <http://cormacsomerville.com/#portfolio>

Still Forgotten - DARE Finalist Project - Non-euclidean Stealth

2025

- Worked with a multidisciplinary team of eight to create a professional game demo.
- Created multiple core game systems including portals, dynamic loading, dialogue, and closed captions.
- Used **JIRA** to manage tasks across the team.
- Worked alongside three other programmers over multiple systems collaboratively.
- Developed using **C#** & GDScript in **Godot**.
- Optimised the game, making use of Godots **profiling tools** as well as **NSight graphics profiling**.
- Created an art asset and level creation pipeline.

Squirrel Engine - 3D C++ Game Engine - Solo Project

2024-2025

- Created multiple systems such as **resource management**, **graphics rendering**, **physics integration** and input handling.
- Developed **custom memory allocators** using a **small pools** system for use with heap objects and VRAM.
- Includes a custom rendering engine which uses either **DX11 or Vulkan**.
- Features runtime scene deserialization for easy editor integration.

Education

Computer Games Technology BSc(Hons) - Abertay University

2022-2026

Recognitions:

- Playground Games Award for Game Technology (Honours project in engine programming and technical innovation)
- Alexander D G Kydd Prize (Highest Performing 2nd Year Student in the School)
- A D D McKay Senior Prize (Highest Performing 2nd Year Student in Computer Games Technology)
- David Potter Memorial Prize (Highest Performing 1st Year Student in Computer Games Technology)
- Hannah Maclure Prize (Highest Performing 1st Year Student in Mathematics)

Skills

- Proficient in C++ and C# and familiarity with Javascript, Lua and Python.
- Worked successfully in multidisciplinary teams in professional contexts.
- Proficient in Unity and Godot game development.
- Familiar with programming design patterns such as Singletons, Interfaces, Custom Memory Allocators, and Service Locators.
- Graphics programming with DirectX11 and Vulkan.
- Experience with Source Control and task management tools like JIRA and ClickUp.