Harry Ingham

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My name is Harry Ingham, a graduate games programmer from Abertay University with a First Class Honours in Computer Game Applications Development. I am a keen learner with a passion for making games. I have a wealth of experience across multiple languages in creating games, development tools, and mods. I've worked on projects both in teams and also as a solo developer, which has allowed me to learn all aspects of the development process. I am eager to put my skills to the test in a professional environment and work with others to learn from their experience and bring projects to fruition.

Education

Abertay University, **BSc (Hons)** Computer Game Applications Development   Sept 2021 – May 2025

- First Class Honours certificate achieved
- Experience in both solo and group game development projects
- Experience in C++, C# and Python programming languages
- Experience with graphics, networking, gameplay mechanics programming, QA testing, and interfacing with databases
- Both in-engine experience within Unity and Unreal Engine, and out of engine experience using libraries such as SFML, OpenGL and DirectX11

Breadalbane Academy, Higher/Advanced Higher Studies   June 2018 – March 2020

- Achieved 2 A's and 1 C at SQA Advanced Higher level
- Achieved 7 A's at SQA Higher Level
- Awarded the Dux prize for highest overall academic achievement

Pitlochry High School, National 5 Studies   August 2014 – May 2018

- Achieved 7 A's at National 5 Level
- Awarded the Dux prize for highest overall academic achievement

Projects

MasqueRAID (Unity)

- Tools Used: C#, Unity
- Created over the span of 48 hours by myself and two friends for Global Game Jam 2026.
- Sneak in to the Museum of Masks to steal the GOLDEN MASK by utilising the masks on display to gain new abilities and evade detection by the museum's security systems.
- I was responsible for programming the mask powers, along with the on-screen tooltips to show the player the controls for how to use each of the mask's powers.

globalgamejam.org/games/2026/masquera 6 ↗

F#&CK AROUND AND FIND (your way) OUT (Unreal Engine (PC)/No Engine (DS))

- Tools Used: C++, Unreal Engine, LibNDS, NFLib
- A group project by myself and two friends for the AGDS Spring Jam 2025 over the course of a week.
- A two player PC/VR/Nintendo DS networked multiplayer game where players must coordinate to escape a maze, with one player trapped in the maze and the other player in a control room with unmarked buttons.
- My responsibility in this project was to do all the programming for the Nintendo DS client and handle all networking between the DS and Unreal Engine.

fraxle.itch.io/f-around-and-find-out ↗

Bubble Bunny Bout (Unreal Engine)

- Tools Used: C++, Unreal Engine
- A group project by myself and five friends made over 48 hours for the Global Game Jam 2025.
- A two player split screen party game where you play as bunnies made of bubbles who must sword fight to the death using difficult to master controls.
- My roles in this project were to handle the logic for scoring points, determining round winners, creation of the win screen, and controlling the switching of scenes in the game.

globalgamejam.org/games/2025/bubble-bunny-bout-9 ☑

Fishyphus (Unreal Engine)

- Tools Used: C++, Unreal Engine
- A project made by myself and some friends in two days for the AGDS Halloween Jam 2024.
- A first person game set at a lakeside fishing cabin, you eternally fish up strange artifacts from the lake to fill your cauldron.
- My role in this project was to handle the logic for fishing and having the bobber detect when it's in water, and allow the player to reel it back in to catch something after a certain time elapses.

beeguy.itch.io/fishyphus ☑

Vanishing Act (Unreal Engine)

- Tools Used: C++, Unreal Engine
- A project made by myself and a few friends in one week for the AGDS Freshers Jam 2024.
- A third person game set in a mansion being raided by a demonic entity, gather the ingredients to perform a ritual to escape.
- My main contributions to this project were programming the player controller, the interaction system, and logic for progressing the ritual.

beeguy.itch.io/vanishing-act ☑

Operation Exodus (Unreal Engine)

- Tools Used: C#, Unity
- A collaborative team project between myself and fellow students over the course of a semester for the DES310 module.
- Set on an overrun spaceship, Operation Exodus is a 2D top-down shooter created in the Unity Engine.
- My main contributions for this project were programming the mechanics for the player controller, weapon systems, the shop and upgrade systems, lootable crates, and item pickups, along with bug testing to ensure a polished product.
- Operation Exodus was put forward for Abertay University's DARE Academy 2024, where it reached the semi-final stage.

squid-kid-studios.itch.io/operation-exodus ☑

Station Sentinels (GEF)

- Tools Used: C++, GEF
- A group project between myself and a friend produced over the course of a semester for the CMP 208 module.
- Set on the space station of an evil robot army, you must travel through each level of the station, eliminating all hostiles on your way to the central server.
- My main contributions to this project were the weapon and projectile systems, the pickups, arcade mode, bug fixing of the procedural generation system, and optimisation of the model loading systems

fraxle.itch.io/station-sentinels ☑

Technologies

Languages: C++ (strong), C# (comfortable), Python (comfortable), Java (comfortable), HLSL (learning), GLSL (learning)

Technologies: Visual Studio, Unreal Engine, Unity, SFML, OpenGL, DirectX11

Work Experience

WHSmith, Sales Assistant
Dundee, Scotland
October 2020 – October 2024

- Manned the till and helped customers find what they're looking for
- Restocked shelves and managed return of stock to the warehouse
- Weekly banking and cash counting

Interests

- I am an avid video gamer, and have been for as long as I remember. I enjoy open world RPGs such as the Elder Scrolls series, JRPGs such as the Dragon Quest games, and MMORPGs such as Old School Runescape. It was my love of video games that inspired me to learn how to create my own, and I bring this passion into every project.
- I have always had a strong interest in music, playing the clarinet since the age of 9. I later branched out into also playing the saxophone, flute, oboe, bassoon, bass guitar, and keyboard, and have played in school bands, inter-school orchestras, and performed as part of the ensemble for musicals.