

# Claire Culver

ClaireMCulver@gmail.com | PalaceDCXVI.github.io

## Education

Virtual Learning Center High School (Trillium Lakelands School Board) 2014

Graduated with the Ontario Scholar award

University of Ontario Institute of Technology 2018

Graduated in the Game Development and Entrepreneurship program with a minor in game programming

## Experience

App Programmer for the UOIT Health and Nutrition faculty, Oshawa Canada October 9th 2017 - April 27th 2018

- Responsible for the implementation several game mechanics and features

General Programming Intern at Coded Arts Inc, Trinidad & Tobago May 29<sup>th</sup> 2016 - August 29<sup>th</sup> 2016

- Implementation of several minor game mechanics and AI

## Skills

### Programming language fluency

- C/C++ 4 years
- C# 2 years
- Java 1 year
- GLSL/HLSL 3 years

### API experience

- OpenGL 1 year
- Vulkan 1 year

### Tools experience

- Visual Studio 4 years
- Unity 2 years

- Unreal Engine 4 3 months
- Autodesk Maya 3 Months
- Blender 3 Months

#### Source Control

- Git 4 years
- Mercurial 3 months
- Perforce 3 months

## Industry Activities

Attended and volunteered at the IEEE Games, Entertainment and Media Conference	2014, 2015
Attended the Montreal International Games Summit	2016, 2017
Showcased at the Level Up Student Showcase	2017
Attended the Vulkan Developer Day Montreal	2018