Claire Culver

ClaireMCulver@gmail.com | PalaceDCXVI.github.io

Personal Profile

I am a recent graduate of the University of Ontario Institute of technology's Game Development program, with a minor in game programming. My focus is on graphics programming, though I have experience in many other areas of game programming, including gameplay, AI, UI, networking, physics and engine programming. More broadly, I am familiar with both object and data-oriented programming structures and parallelism.

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

General Programming Intern at Coded Arts Inc, Trinidad & Tobago - May 29th 2016 to August 29th 2016

- *Gameplay:* Mechanics for racing and item collection mini-games.
- *AI:* Combat and wandering AI for enemy mobs.

App Programmer for the UOIT Health and Nutrition faculty, Oshawa Canada - October 11th 2017 – April 27th 2018

- *Gameplay:* Prototyping of the "food drop" game mode. Implementation of a logging screen for all game items.
- *UI:* Managed game UI for multiple mobile platform screen sizes.

Programming Student in the UOIT Game Development Workshop

- Mek – A first-person mech shooter - 2015
    - *Gameplay:* Basic controls and movement. Player special abilities. Gun types.
    - *UI:* Programming for the game's menus and gameplay elements.
    - *AI:* Navigation for enemies around a nav-mesh. Navigation behaviours.
    - *Graphics:* Lighting model. Bloom and god ray effects.
- Phantasm – Asymmetrical multiplayer game - 2016
    - *Gameplay:* Basic first-person controls and movement for agent character. Camera control system for hacker.
    - *UI:* Ammo and Compass UI elements for agent. Drag and drop icon system to control the hacker's cameras.
    - *Networking:* Implementation of a client-server system to link the game state of both players.
    - *Graphics:* Bloom and temporal anti-aliasing.

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   2014, 2015
Conference

Attended the Montreal International Games Summit   2016, 2017

Attended the Vulkan Developer Day Montreal   2018