

Claire Culver

905-379-7147 | ClaireMCulver@gmail.com

Hello!

I've recently graduated from the University of Ontario Institute of Technology's Game Development and Entrepreneurship program with a bachelor's degree in Information Technology.

My education focused on building knowledge of many different areas within game development and then allowed me to specialize toward programming. As such I've been able to develop knowledge and experience of both core programming principles and video game specific mathematics, patterns and solutions.

Part of my education was creating a new game each year in a small team. This allowed me to be responsible for many areas of development, including artificial intelligence, UI, gameplay, network, engine and graphics programming. Some of my work was even seen at the Level Up Student Showcase in Toronto.

In my personal time, I have been working on a game engine framework using Vulkan as a graphics API for the purposes of my own education, both with various aspects of engine development and the Vulkan API.

Now that I've graduated, I'm excited get to work applying and growing my skills in the industry.

I look forward to hearing back from you!

Claire