

Andrew Hoult

Aspiring game developer with experience building small engines in C++ and collaborating across disciplines.

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Portfolio: <https://andrewhoul.github.io>

Independent Projects

Raytraced Minecraft clone 2024

Raytraced voxel renderer in Vulkan, no external libraries.

Pixel platformer engine 2024

Pixel platformer in DirectX 12, no external libraries.

Web-based game engine and map editor 2023

Multiplayer FPS engine and map editor with WebGL and Typescript.

Convex rigidbody physics engine 2022

Rigidbody physics engine in OpenGL. Made with GLFW, GLM, and GLEW.

Team Projects

Shadows Beneath the Dust 2024 - 2025

- Second-year student project made with a group of six.
- Created a custom rendering pipeline with a unique shadow method.
- Programmed a custom networking library with demo playback.
- Made with Unity.

Beat `em Up 2024

- First-year student project made with a group of five.
- Programmed gameplay and music systems, collaborating across disciplines.
- Made with Unity.

Experience

Full Circle CS 2025

Prototype Developer | Contract

Oshawa, Ontario

- Developed prototypes of interactive art concepts for potential commercial use.
- Developed a user profile and sign-in system with ASP.NET.

Looking Glass Adventures 2022 - 2025

Game Host

Toronto, Ontario

- Greeted customers, maintained common areas, processed transactions.
- Hosted Escape Room games.
- Troubleshooting and applied technical fixes to electronic components.
- Set-up and implemented an online learning management system for employee training.

Skills

- C++ and C#
- Unity
- Unreal Engine 5
- DirectX 12 and Vulkan
- Game engine development
- Software engineering
- Test-driven development
- ASP.Net

Education

Ontario Tech University, Oshawa, Ontario

Game Development and Interactive Media

Honours Bachelor of Information Technology

2023 - 2027 (Graduation date)

Sheridan College, Oakville, Ontario

Honours Bachelor of Game Design

2022 - 2023 (Transferred)