

Andrew Hoult

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

Toronto, Ontario, Canada
(416) 570-2246
andrewjhoul@gmail.com
[linkedin.com/in/andrewjhoul](https://www.linkedin.com/in/andrewjhoul)

Portfolio: <https://andrewhoult.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.

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.

Ontario Tech University 2024 - 2025

Peer Educator

Oshawa, Ontario

- Tutored fellow students for historically challenging courses, specializing in programming and math skills.
- Taught study habits and learning strategies through online workshops.

Looking Glass Adventures 2022 - Present

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)

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.

Game Jams 2021 - 2025

- Developed several small games in group settings.