

# 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.

## 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 on 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.