

Andrew Hoult

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<https://andrewhoult.github.io>

SKILLS

Programming & Engines: C, C++, C#, Unreal Engine 5, Unity, Vulkan, DirectX 12, OpenGL, WebGL, TypeScript/JavaScript

Specializations: Gameplay programming, rendering pipelines, engine development, networking, multiplayer systems, tools development

Soft Skills: Problem solving, communication, collaboration, independent learning

INDEPENDENT PROJECTS

Raytraced voxel renderer (C++, Vulkan), 2024

C++ raytraced voxel renderer in Vulkan created with no/minimal external libraries. Supports reflections and refractions.

Pixel platformer engine (C++, D3D12), 2024

C++ pixel platformer in DirectX 12 created with no/minimal external libraries.

Web-based game engine and map editor (Typescript, WebGL), 2023

Multiplayer FPS engine and map editor made with WebGL and Typescript. Server client architecture with the server running in Node.js. Created from scratch with no libraries.

TEAM PROJECTS

Chime, 2025 - 2026

3D puzzle-platformer created with Unreal Engine 5. Created direct solve gear system and puzzle mechanics.

Shadows Beneath the Dust, 2024 - 2025

Multiplayer horror fps co-op game created in Unity. Created a networking library, shadow volume rendering system, procedural mine generation, multi layered first/third person animation system for using items.

Beat 'em Up, 2024

2D genre bash of beat-em-ups and rhythm games. Programmed navmesh/physics based AI, level design tools, music integration, and composed some tracks.

EXPERIENCE

Game Host

Looking Glass Adventures

- Hosted Escape Room games, remotely controlling games to maximize guest experience.
- Troubleshooting and fixed electronic components.
- Implemented an online learning management system for employee training.

April 2022 - Present

Toronto, Ontario

Prototype Developer (Contract)

Full Circle CS

- Developed prototypes of interactive art concepts for potential commercial use.
- Developed a web server with ASP.NET that allowed users to create accounts, customize avatars, and interact with social features. Web server connected to a Unity client to allow users to participate in interactive social experiences.

July 2025

Oshawa, Ontario

Peer Educator
Ontario Tech University

September 2024 - April 2025
Oshawa, Ontario

- Tutored fellow students in math and programming.
- Taught study habits, time management skills, and learning strategies through online workshops.

EDUCATION

Ontario Tech University, Oshawa, Ontario
Honours Bachelor of Information Technology
Game Development and Interactive Media
2023 - 2027 (Graduation date)

Sheridan College, Oakville, Ontario
Honours Bachelor of Game Design
2022 - 2023 (Transferred)

ACHIEVEMENTS

Best First Year Game - 2023
Ontario Tech University

Guest's Choice - 2023
Ontario Tech University

Best Second Year Game - 2024
Ontario Tech University