Andrew Hoult

andrewjhoult@gmail.com | andrewhoult.github.io | 416-570-2246

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

Skills

- C++ and C#
- Unity
- Unreal Engine 5
- DirectX 12 and Vulkan
- Game engine development

Projects

- Raytraced Minecraft clone
- Web-based game engine
- Web-based map editor
- Convex rigidbody physics engine
- 2D pixel platformer engine

Education

Ontario Tech University - Game Development and Interactive Media

2023-Present

Sheridan College - Honours Bachelor of Game Design

2022-2023

Danforth CTI - Math, science, and technology program

2018-2022

Experience

Multiple Game Jams 2020 - 2025

Prototype Developer – Full Circle CS 2025

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

Beat `em Up 2024

First year student project with a group of 5. Programmed gameplay and music systems, collaborated across displines.

Shadows Beneath the Dust 2024 - 2025

Our second year student project, a multiplayer co-op game made with many of the same people as Beat `em Up.

Digital Training Implementation - Looking Glass Adventures 2024

Implemented an online learning management system. Set up web hosting and backend systems. Created interactive experiences with Javascript and HTML5.

Game Host - Looking Glass Adventures 2021-2025

Greet customers, maintain common areas, process transactions, troubleshoot and apply technical fixes.