

Hunter Fox

226-228-6690 | hunter.fox@rogers.com | github.com/thefox61 | <https://thefox61.github.io/>

EDUCATION

Fanshawe College

Ontario College Graduate Certificate, Advanced Programming Game Development

London, ON

Sept. 2023 - April 2024

Western University

Bachelors of Science in Computer Science, with Honours

London, ON

Sept. 2018 - May 2022

PROJECTS

Game Engine | C++, GLSL, Git

Sept. 2023 – Present

- Crafted a game engine in C++, leveraging the power of OpenGL and GLFW
- Designed an efficient Entity Component System with custom memory handling
- Implemented advanced rendering techniques including deferred rendering and screen space decals
- Created a flexible particle system with compute shaders and instance rendering, enabling realistic effects and scalability
- Enhanced visual quality with a physically based bloom system
- Handles soft body physics objects using verlet integration
- Integrated character animation with animation blending

Robotron 2084 | C++, GLSL, Git

Sept. 2023 – Nov 2023

- Remade the classic game Robotron 2084 in my own game engine
- Incorporated all the main mechanics of the original game
- Implemented simple sprite animations

Project Dungeon eX | Unity, C#, Git

Jan. 2024 – April 2024

- Collaborated with two group members to create a 3rd person dungeon explorer game
- Originally made in our own engine, then was ported to Unity
- The player must avoid traps and solve hidden puzzles to progress through the world

TECHNICAL SKILLS

Languages: C++, GLSL, Python, MySQL, SQLite

Developer Tools: Git, VS Code, Visual Studio, Notepad++, MeshLab, Blender

Libraries: GLFW, GLM, FMod, Assimp, STB

EXPERIENCE

Sales Associate / Service Advisor

To Wheels Bike Shop

March 2020 – Present

London, ON