

David Huculak

Montréal, QC | davidhuculak.com | github.com/Davidster | davidhuculak.itch.io | davidhuculak5@gmail.com

Languages: Rust | Typescript | C++ | Java | Python. **Technologies:** WebGPU | Unity | AWS | Terraform | React

EDUCATION

CONCORDIA UNIVERSITY

Bachelor of Computer Science

May 2020

PROFESSIONAL EXPERIENCE

SENIOR SOFTWARE DEVELOPER

Clipboard Health

2024-present

- Part of the small team that built Clipboard Jobs, a new full-time hiring vertical, from scratch.
- Developed internal libraries and tooling used across the engineering org, and wrote engineering best-practices guidelines adopted by the org.

ENGINE PROGRAMMER

Ubisoft Montréal

2022-2024

- Worked on a branch of Ubisoft's in-house C++ engine, Snowdrop, for an unannounced game.
- Responsibilities included downstream code integrations, parallel systems, performance optimization, world streaming, node graph scripting subsystem

SOFTWARE DEVELOPER

CHK PLZ Inc. (acquired by Sunday Inc. in 2021)

2020 - 2022

- Worked fullstack on a small team, developing a web application with multiple frontends to provide features for restaurants, bars, and hotels such as QR code payments, online food ordering and other services.

SOFTWARE DEVELOPER

Vehicle Mind Inc.

2018, 2019

- Worked on the backend of an AWS IoT solution written in Javascript and Java.

SOFTWARE DEVELOPER

Classmethod Canada Inc.

2018, 2019

- Worked on web-based prototype projects including an IoT feedback terminal and a tweet sentiment analysis bot

SOFTWARE DEVELOPER INTERN

Nuance Communications Canada Inc.

2016, 2017

PROJECTS

IKARI (3D GAME ENGINE) (LIVE DEMO)

2022-Present

- Cross-platform 3D game engine written from scratch in Rust (incl. a browser build via WebGPU). High performance, parallel; graphics features include PBR, cascaded soft shadows and mesh skinning.

GAME JAM PROJECTS

2023-2025

- [Mission Ares](#) (Ludum Dare 58), [Silk & Snare](#) (Ludum Dare 56) and [Shell Smash](#) (Ludum Dare 54). 3D games built in 72 hours with a team of four, in Rust (Bevy Engine).

SHAPE OF LIGHT X (APPLICATION FRAMEWORK)

2022

- Helps map the positions of your christmas lights and provides a framework for programming 3D-aware animations that run on your tree

PANORAMIC IMAGE STITCHING (CLI APPLICATION)

2021

- Takes a set of images and projects them into a common coordinate frame, blending the overlapping parts. Rewrote this school project in Rust, yielding a 15x runtime speedup.