

Drew Fulsom

Senior Gameplay Programmer

andrewfulsom@gmail.com • 903 - 216 - 3210 • drewfulsom.com

SKILLS: **General Programming Skills:** Gameplay Programming, PCG, Behavior/Utility-based AI, Networking, UI
Engines: Unreal Engine 5, Unreal Engine for Fortnite, Unreal Engine 4, Unity, Godot
Programming Languages: C++, UE Blueprint, C#, Verse, Python
Tools: Visual Studio 2022/Code, Perforce, JIRA, Git, Hansoft, Microsoft Office: Word, Excel, PowerPoint

WORK EXPERIENCE:

Senior Software Engineer, ForwardXP

March 2020 - Present

- Collaborated across disciplines on internal and co-development projects using multiple development methodologies
- Designed, implemented, debugged, and optimized features in Unity, Unreal Engine, and UEFN

Engineer, Nerve Software

May 2018 – Feb 2020

- Worked with multi-disciplinary teams on multiple multiplatform projects utilizing Scrum
- Implemented, debugged, and optimized features in both Unity and Unreal Engine 4

PROJECT EXPERIENCE:

Unannounced, Licensed Co-op 3rd Person Shooter; Unreal Engine 5; PC

10 Months, Fall 2026

- Implemented all player gameplay functionality using Unreal's Gameplay Ability System
- Architected Gameplay Tag-based, data-driven perk system
- Continuously iterated on gunplay to improve feel and reliability
- Rapidly created weapons, abilities, and perks based on design specs for testing and iteration

Gorilla Tag Monke Mayhem; Unity; iOS, Android

10 Months, Spring 2025

- Collaborated with game director to design, implement, and iterate on novel movement mechanics and control scheme that translated VR movement to touchscreens

Gorilla Tag; Unity; Meta Quest, SteamVR

13 Months, Spring 2024/Fall 2025

- Served as part of a skunkworks team under the game director to rapidly tackle high-priority issues, implement features that didn't fit into the pod team structure, and assist with major updates

Extract or Die!, Wacky Taxi, TYCOON JUNGLE DEFENSE; Unreal Engine for Fortnite; Fortnite

9 Months, Fall 2023

- Collaborated with a small team to create three different games in Fortnite using Verse
- Creatively utilized limited functionality of Verse and Fortnite Creative to create unique gameplay

Unreleased Co-op/Extraction Shooter, Unreal Engine 5; PC

10 Months, Spring 2023

- Implemented and iterated on co-op third-person shooter mechanics to facilitate prototyping
- Created a framework for procedurally-generated, modular enemies driven by utility-based AI
- Architected an AI director that used dynamic spawn groups and designer-authored playbooks

Dungeons & Dragons: Dark Alliance, Unreal Engine 4; PC, PS4, PS5, XB1, XSX, XSS, Windows 10

14 Months, Summer 2021

- Implemented all client-side aspects of getting into a multiplayer game, including session management and rich presence for all platforms
- Setup elastic dedicated servers for multiplayer play using AWS GameLift
- Configured AWS FlexMatch matchmaking to match players by in-game power within platforms

DOOM & DOOM II, Unity and original source; PC, PS4, XB1, Switch, Android, iOS

13 Months, Winter 2019

- Created achievement system with PlayStation 4 and Xbox 1 implementations
- Attached activated add-ons to save files and added appropriate handling when loading those saves
- Went through cert process for all platforms for the initial release and multiple updates

EDUCATION: **SMU Guildhall, Plano, TX**

May 2018

Master of Interactive Technology in Digital Game Development, Specialization in Software Development

Southern Methodist University, Dallas, TX

May 2017

Bachelor of Science, Computer Science, *Cum Laude*