Drew Fulsom
Game 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 4, Unity
Programming Languages: C++, UE4 Blueprint, C#, Python
Tools: Visual Studio 2015/2017, Perforce, JIRA, Git, Hansoft, Microsoft Office: Word, Excel, PowerPoint

WORK EXPERIENCE:

Engineer, Nerve Software   **May 2018 - Present**
- 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:

Doom & Doom II, *Unity* and original source   **13 Months, Winter 2019**
PC, PS4, XB1, Switch, Android, iOS
Engineer
- Handled client-side 3rd party account management
- 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

Prey: Typhon Hunter, *Unreal Engine 4*   **6 Months, Winter 2018**
PC, PS4, XB1; *HTC Vive, PSVR*
Engineer
- Reimplemented ability to transform into a prop and move around using physics
- Implemented a system to prevent VR hands from clipping through static geometry to support escape room puzzles
- Updated game mode state management and event handling based on design throughout the project

Procedural City Layout Generation Using WaveFunctionCollapse, Individual Thesis   **6 Months, Spring 2018**
Programmer
- Procedurally generated 3D city layouts in *Unreal Engine 4* from a single example image
- Re-implemented the WaveFunctionCollapse algorithm in own engine to be faster for large data sets
- Placed buildings by subdividing city blocks into lots and fitting buildings into those lots based on zoning data

Up in the Air, Team *Unreal Engine 4* Project, 13-Member Team   **6 Months, Fall 2017**
Programming Lead
- Lead three other programmers responsible for the core functionality for an open-world, sandbox game
- Ported game to Universal Windows Platform and PS4 using a custom build of *UE4* and a *UE4* plugin respectively
- Implemented a cannon dodging minigame and ring collection minigame based on designs from level designers

Tactics, Individual Project in Own Engine   **3 Months, Fall 2017**
Programmer
- Built a turn-based SRPG based on Final Fantasy Tactics, including abilities with varying speeds that damage, heal, and apply status effects
- Networked the game using a lockstep architecture with a command buffer

Auxilium, Team *Unreal Engine 4* Project, 50-Member Team   **4 Months, Spring 2017**
Team Programming Lead
- Lead two other programmers
- Assisted in the creation of the UI of a multiplayer, class-based FPS, including creating and joining sessions
- Worked with level designers to create trains for a level with configurable frequency, speeds, relative offsets and in-level warnings

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*   **GPA 3.822/4.00**