DREW FUNDERBURK

GAME PROGRAMMER

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SUMMARY

Game Programmer and project lead with experience in VR development as well as desktop and mobile. I am experienced in both Unreal Engine and Unity, as well as in C++ and C#, and looking to expand my knowledge and experience as an asset to your team.

SKILLS

Tools: Unreal Engine 4, Unity, Visual Studio, Git, Perforce, Trello, PlasticSCM, Unreal Engine 5, Asana
Languages: C++, C#, Java, Node.js, Markdown, JavaScript
Unreal Engine Specific: Blueprint, C++, Behavior Trees / AI, Data Organization, Project Planning
Soft Skills: Agile Workflow, Communication, Collaboration, Leadership, Adaptability, Project Planning

EDUCATION

Academy of Interactive Entertainment
Game Programming
- Graduated with a 4.0 gpa
- Involved in 2 large game projects as a programmer and project lead, showing ability to collaborate efficiently with other programmers and artists towards a common goal.
- Involved in student leadership, seeking the best ways to meld our student body and facilitate an engaging campus

EMPLOYMENT

Academy of Interactive Entertainment, *Programming Instructor*   2023 - Current, 2024 - Current

Top Right Corner, *VR Game Programmer*   Oct. 2020 - 2024
Job title assigned by various duties:
- Systems programming
- Gameplay programming
- AI Programming
- UI programming
- Project leadership
- Lighting
- Optimization

Academy of Interactive Entertainment, *Teaching Assistant*   2020 - 2022
- Taught summer programs and assisted teachers with Interactive Experience days

Yantai American School, *English Teacher*, Yantai, China   2016 - 2019
- Taught English as a second language to students from all across Asia including China and Korea
- Ages ranged K-12
- Skill levels ranged from complete beginner to almost fluent

PROJECTS

Flock of the Low God

Based on the new feature film, MALUM, Flock of the Low God VR immerses gamers in the horrifying world of the "The Flock", and pits them against an onslaught of cult members and creatures as they attempt to breach the confines of Lanford Police Department. Put on the badge, grab a weapon, and fight off The Flock and the entities they've conjured before it's too late. Play alone, or gather your friends, and prepare for a combat-based VR survival horror experience like no other.

- AI Programming
- Sound and Audio programming
- Gameplay programing
- Tool programing

Link: https://store.steampowered.com/app/2093550/Flock_of_the_Low_God_VR/

Materials Lab

A collaboration with the University of New Orleans, Materials Lab allows the player to take on the role of a medieval blacksmith in VR, learning the old methods of smelting ore and smithing bronze, iron, and even steel.

- Project Lead
- All programming

Link: (NDA)

Louisiana Wind Hub

Taking place in the Gulf of Mexico, Louisiana Wind Hub is an educational VR demonstration on the state of Louisiana's prime positioning for wind power both now and in the future. Louisiana Wind Hub has been shown everywhere from schools to congress.

- Project Lead
- All programming

Link: (NDA)

Density Lab

A collaboration with the University of New Orleans, Density Lab is a VR chemistry lab teaching the concept and applications of density.

- Project Lead
- All programming

Link: (NDA)

Stratus

Stratus is an airship naval combat game created in Unreal Engine 4. Stratus was a 6-month student project with a full development cycle from planning to post-production. The team consisted of two programmers and three artists. As lead programmer and project lead, my responsibilities included gameplay, UI, and AI programming as well as system design.

Link: https://stratusgame.itch.io/stratus

Proximo One

Proximo One is a top down arcade style scifi shooter created in Unity. Proximo One was a 9-week student project with a full development cycle from planning to post-production. The team consisted of one programmer and three artists. As sole programmer and project lead, I was responsible for all programming, UI, AI, and system design.

Link: https://github.com/drewfunderburk/Proximo-One