

DREW FUNDERBURK

GAME PROGRAMMER

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SUMMARY

Recent Game Programmer graduate with a background in live and studio audio production. Led my team through two high-scope projects with the best results and highest efficiency in the class. 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, Unity, Visual Studio, Git, Perforce, Trello, Discord

LANGUAGES: C++, C#, Java, Node.js

UNREAL ENGINE SPECIFIC: Blueprint, C++, Behavior Trees, Data Organization, Project Planning

SOFT SKILLS: Agile Workflow, Communication, Collaboration, Leadership, Adaptability, Problem Solving, Project Planning

PROJECTS

Stratus

Stratus is a 6 month project created in Unreal Engine 4 intended to show proficiency with Unreal Engine and expand the scope of the team's planning and project organization understanding. Not including planning, this project has seen 3 months of actual development time thus far.

The team consisted of two programmers and three artists, with myself as lead programmer and project lead.

You can find the game here

Proximo One

Proximo One is a 9 week Unity project intended to demonstrate competence in Unity as well as familiarize the team with a complete development cycle starting with project planning and ending with release. Not including planning, this project was completed in one month.

The team consisted of myself as programmer and project lead, and another artist working together.

You can find the game here

Modular Combat Platform

The Modular Combat Platform is an all-in-one solution for creating modular combat oriented objects in Unreal Engine that need to literally be the sum of their parts. Developers are equipped to specify the stats of their creation with modular pieces, whether it be a spaceship or a castle. It is highly extensible for custom implementations.

You can find the system here

Alex and Alex

One of the first game jam games I completed with a team in 2018. Alex and Alex was created in one week in Unity.

You can find the game here

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

Ouachita Baptist University

Vocal Performance

- Involved in 3 major stage productions, demonstrating aptitude on stage and ability to stick with a project through to the end.

EMPLOYMENT

First Baptist Church, *Media Coordinator*, Lake Charles, LA, USA

Sept. 2020 - Current

- Lead FBC's media team in its efforts to revitalize the church's presence and professionalism in its audio, video, and online media.
- Designed and implemented a new setup and teardown process that doubled our efficiency.
- Designed and budgeted a new audio and video system from the ground up.
- Trained new media staff to fill backup roles so that the team is never short handed.

SMARTECH, *Field Service Engineer*, Texarkana, TX, USA

Sept. 2019 - Sept. 2020

- Performed mobile computer hardware repair for businesses within 100 miles as part of their Dell warranties with 100% client satisfaction.

First Baptist Church, *Tech Assistant*, Texarkana, TX, USA

Sept. 2017 - Sept. 2019

- Ran live sound, video, and lights for large scale shows with audiences exceeding 2000 members.
- Edited studio audio and ran live broadcast equipment.