DREW FUNDERBURK
GAME PROGRAMMER

✉ drew.funderburk.business@gmail.com
⊙ drewfunderburk.github.io/portfolio
ⓘ linkedin.com/in/drew-funderburk

Experienced **VR/AR Developer** and **Project Lead** with proven success in commercial and educational applications. Technical expertise in **AI systems**, **game optimization**, and **gameplay systems** combined with **leadership experience** as both an instructor and developer. Seeking to contribute technical and creative problem-solving skills to innovative game development teams.

EXPERIENCE

ACADEMY OF INTERACTIVE ENTERTAINMENT   2023 - 2025
Game Programming Instructor

- **Technical Instruction**: Programming fundamentals, **AI**, **UI**, **Unity**, **Unreal Engine**, game math, custom engines, physics, rendering
- **Project Leadership**: Guided student teams through agile workflow, maintained 92%+ class average

TOP RIGHT CORNER   2020 - 2024
VR Developer

- **VR Development**: Systems, gameplay, **AI, UI**, lighting, optimization for commercial and educational applications
- **Commercial Success**: Developed "Flock of the Low God" (horror VR) and DLC for "The Atlas Mystery" (4.6 stars on Meta Quest Store)
- **Client Solutions**: Created VR training applications for Louisiana Economic Development and the University of New Orleans

EDUCATION

ACADEMY OF INTERACTIVE ENTERTAINMENT
Game Programming | 4.0 GPA

OUACHITA BAPTIST UNIVERSITY
Double Major in Computer Science & Vocal Performance

TECHNICAL SKILLS

- **Engines**: Unreal Engine 5, Unreal Engine 4, Unity
- **Languages**: C++, C#, Java, JavaScript
- **Version Control**: Git, Perforce, Plastic SCM
- **Specialties**: Gameplay Programming, VR Development, AI Programming, UI Programming, Project Leadership, Training