

Drew Wallace

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Work History

Snyderphonics · Graphics Programmer · 2016-2017

Sunspots (WebGL, 2017): Implemented GPU particle and physics systems, with raster and ray-traced renderers.

Connectome (WebGL, 2017): Neuron-inspired live-reactive projection for networked rule-based performance.

Princeton University Department of Computer Science · Course Developer (Graphics) · 2015-2016

COS 426: Computer Graphics: Revamped assignment sequence used to teach computer graphics at Princeton.

Final Form Games · Gameplay Programmer · 2012-2015

Jamestown+ (PS4, 2015): Developed numerous enemies, weapon systems, and three-stage boss for co-op bullet hell.

Gravitas (PC/Ouya, unreleased): Led programming on weapons and combat systems for low-gravity shooter.

Avalon (PC, unreleased): Wrote dynamic UI layout system, scripting language, and dialog backend for co-op RPG.

Independent · Programmer/Designer/Artist · 2012-present

Sword Bros (PC, 2017): Fast-paced full-analog physics-based sword fighting game.

Endless Garden (PC, 2017): Sixteen interlocking systems create a deep world to explore, all within a single screen.

A Show of Hands (PC, 2016): Collection of vignettes integrating soft body physics, GPU grass, and finger tracking.

Education

Princeton University

A.B. Computer Science, Sigma Xi, *summa cum laude*

Skills

C++, Lua, C#, JavaScript, GLSL

OpenGL/WebGL, openFrameworks, Unity, Visual Studio, Three.js