

# Drew Wallace

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## Work History

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**Snyderphonics** · Graphics Programmer · 2016-2017

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

**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 freeform sword fighting based on the most responsive physics controller ever built.

*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

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**Princeton University**

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

## Skills

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

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