

ABOUT ME

Frederic Fulghum

Brodersenstr. 4

81929 Munich

Germany

+49 1511 2136111

mail@tomfulghum.net

Web: tomfulghum.net

LinkedIn: [tomfulghum](https://www.linkedin.com/company/tomfulghum)

GitHub: [tomfulghum](https://github.com/tomfulghum)

born on March 6, 1995
in Garmisch-Partenkirchen

single, open to relocate

Level of education

Bachelor of Science in Game Design



Frederic Fulghum, Brodersenstr. 4, 81929 Munich, Germany,
+49 1511 2136111

CURRICULUM VITAE

EMPLOYMENT

Oct 2021 – Feb 2024	Nementic Games GmbH Programmer (Unity Engine, .NET)
Apr 2021 - Sep 2021	Don VS Dodo GmbH Working student: Programmer and Tech Artist (Unity Engine, .NET)
Oct 2018 - Oct 2020	Mediadesign Innovation Hub Working student: Programmer and Tech Artist (Unity Engine)

EDUCATION

November 2021	Bachelor of Science in Game Design Bachelor's thesis at Mediadesign University for Applied Sciences Munich: <i>„Generierung von Navigationsgraphen für zweidimensionale Plattformer-Spiele“</i>
2017 – 2021	Game Design (B.Sc.) at Mediadesign University of Applied Sciences Munich Focus: Game Engineering
2013 – 2017	Computer Science (B.Sc.) at Technical University of Munich

CURRICULUM VITAE

HARD SKILLS

Languages	German: Native English: Fluent French: Basic
Programming	C#, C++, JavaScript, TypeScript, Java, Python, Lua, Powershell
Software/Tools	Unity Engine, Unreal Engine, Git (and similar version control software), JetBrains TeamCity, Adobe Creative Suite, Jira, Confluence, Blender, L ^A T _E X, Microsoft Office

SOFT SKILLS

Problem solving
Working with and expressing constructive feedback
Critical and analytical thinking
Teamwork
Reliability
Conflict avoidance and resolution

HOBBIES AND INTERESTS

Literature
Music (Drums)
Photography
Alpine skiing
Hiking
Bouldering
Videogames
Pen and paper role-playing games



München, March 18, 2024

APPENDIX INDEX

REFERENCES

- Nementic Games GmbH

CERTIFICATES

- Bachelor's degree

Nementic Games GmbH | Berg-am-Laim-Straße 64 | 81673 München

Frederic Fulghum
Brodersenstraße 4
81929 München

18.12.2023

Letter of Recommendation

Frederic Fulghum worked in our company as Gameplay Programmer from 23.08.2021 to 31.01.2024.

Nementic Games GmbH is a software development micro-enterprise founded in October 2018. Our focus is on the full development cycle of video game productions for various platforms (Nintendo Switch, PC, Mobile) as well as consulting in this area. The company is based in Munich, Germany.

Frederic Fulghum's work included in particular the following tasks:

- Programming of game mechanics in the Unity engine
- Programming of user interfaces in the Unity engine
- Development of various tools (e.g. for artists and level designers)
- Implementation of game audio in Unity and Wwise
- Maintenance for build pipeline and version control
- Documentation of code features and architecture in Confluence

One of Frederic's greatest qualities is his extraordinary skill as a gameplay programmer. He can take the bare bones concept of a game mechanic and bring it to life in the engine, pointing out potential flaws and making clever suggestions for the implementation in the process. In addition to mechanics and UI, he is also able to develop tools to help other team members and departments with their day-to-day engine work. His thorough and exemplary work ethic never left room for any complaint. We will miss his qualities in our team dearly and wish him all the best in his future career.



Sebastian Jantschke (Managing Director)

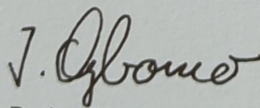
Die **MEDIADESIGN HOCHSCHULE**
für Design und Informatik

verleiht

Herr Frederic Fulghum
geboren am 06.03.1995
in Garmisch-Partenkirchen
aufgrund der am 26.11.2021 im Studiengang
GAMEDESIGN
erfolgreich abgelegten Abschlussprüfung
den akademischen Grad

BACHELOR OF SCIENCE

Berlin, 26.11.2021



Dr. Isa Ogbomo
Prorektorin



URKUNDE

Herr **Frederic Fulghum**
geboren am 06.03.1995
in Garmisch-Partenkirchen
hat den 210 ECTS-Punkte umfassenden Studiengang
GAMEDESIGN
(BACHELOR OF SCIENCE)
mit folgenden Leistungen
erfolgreich abgeschlossen:

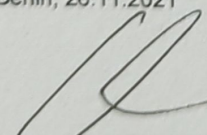
Fachgebiet

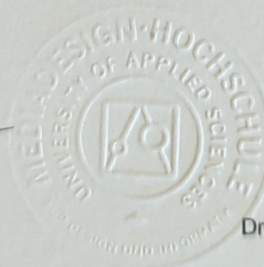
	Bewertung
Allgemeine Grundlagen und interdisziplinäre Aspekte	2.3
Konzeption	1.3
Artwork in Games	1.7
Game Development	1.0
Multimedia	1.7
Projektarbeiten	1.3
Spezialisierung Programmierung	1.3
Praxissemester	bestanden
Abschlussarbeit	gut (1.7)
Kolloquium	gut (2.0)
Gesamtprädikat	sehr gut (1.5)

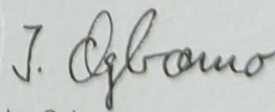
Thema der Abschlussarbeit:

Generierung von Navigationsgraphen für zweidimensionale
Plattformerspiele

Berlin, 26.11.2021


Prof. Dr. Christoph Minnameier
Vorsitzender der
Prüfungskommission




Dr. Isa Ogbomo
Prorektorin