Sam Fuller Software Engineer

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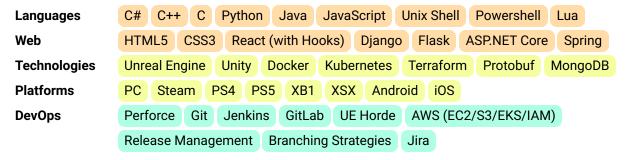An experienced full-stack video game engineer with a passion for creating tools, pipelines, and processes.

Skills

Languages	C# C++ C Python Java JavaScript Unix Shell Powershell Lua
Web	HTML5 CSS3 React (with Hooks) Django Flask ASP.NET Core Spring
Technologies	Unreal Engine Unity Docker Kubernetes Terraform Protobuf MongoDB
Platforms	PC Steam PS4 PS5 XB1 XSX Android iOS
DevOps	Perforce Git Jenkins GitLab UE Horde AWS (EC2/S3/EKS/IAM) Release Management Branching Strategies Jira

Experience

Striking Distance Studios - Senior Build Engineer   San Francisco, CA   **April 2021 - Present**

- Worked with content and engineering teams to improve data baking pipelines for *The Callisto Protocol*.
- Led efforts on regular generation and distribution of computationally expensive derived data for our remote workers. Reduced hours of workflow-blocking computation to minutes.
- Scaled our build system in the cloud to allow for builds to occur on-demand without wait times.
- Created the studio's pre-submit validation system, adding auto-test coverage and verification to all changes before submission to version control.
- Implemented continuous build profiling, providing visualization and detailed profiling information for all builds. This data improved troubleshooting and allowed informed decisions around build system changes.
- Hooked up monitoring and alerting for critical parts of our build system.

EA Capital Games - Software Engineer II   Sacramento, CA   **September 2017 - March 2021**

- Worked on the Tech and Tools team for *Star Wars: Galaxy of Heroes*.
- Delivered full-stack tech upgrades, new features, and critical changes for a long running live service title.
- Managed tools and processes to support the development and delivery of our title's frequent releases.
- Automated branching and merging processes, eliminating hours of manual work daily across all disciplines.
- Investigated and resolved urgent issues in our production environment, communicating potential impact and solutions with our business owners.
- Worked closely with our design team to plan and execute development of content authoring tools.

Electronic Arts - Software Engineer   Salt Lake City, UT   **September 2014 - February 2017**

- Worked on several mobile titles, including *Minions Paradise* and *The Secret Life of Pets: Unleashed*.
- Practiced test-driven development methodologies to implement new features into our game clients.
- Wrote a Lua scripting plugin for the Unity engine to enable flexibility and rapid iteration of game content.
- Managed the team's Jenkins build system and build machines.

KIXEYE - Junior Software Engineer   San Francisco, CA   **July 2013 - August 2014**

- Worked on the mobile real-time strategy game *War Commander: Rogue Assault*.
- Collaborated with game designers to implement gameplay features and systems.
- Implemented a new user experience system, introducing players to the game with scripted sequences.
- Migrated all UI screens in the game to a new UI framework within a short timeframe.