

# Anthony Wessel

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**Personal Portfolio:** <https://anthony-wessel.github.io/Portfolio>

## Education

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**Bradley University** / Peoria, IL (August 2017- December 2020)

- B.S. in Computer Science, Minor in Mathematics, GPA: 3.86

**IT Workforce Accelerator Program** (February 2025 - Present)

- Online classes to refresh my memory as well as pick up new skills
- Completed courses: SQL, Java

## Technical Experience

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**Race Timer** for River City Race Management (Seasonal Contract - Every Fall 2016-2024)

- Deployed innovative timing technology to efficiently capture and verify results for major cross country events throughout Illinois, including the IHSA State Championship.
- Gained hands-on experience in client relations, problem-solving, and fostering efficient teamwork with colleagues.

**Personal Projects and Self Learning** (December 2020 - Present)

- Built several personal projects while simultaneously taking care of my elderly grandparents.
- Full Portfolio of Projects: <https://anthony-wessel.github.io/Portfolio>
- Implemented pathfinding algorithms, custom procedural generation, and AI behaviors.

**Neon Oblivion** (Capstone class project Fall 2020)

- Collaborated with a 20-person, multidisciplinary team to develop a polished vertical slice demonstrating key project features.
- Designed shaders that played a key role in shaping the game's visual style.
- Facilitated regular playtests to collect player feedback and enhance the quality of the game.

**FIRST Robotics** (High School Team 2014-2017)

- Implemented a parser for custom autonomous scripts that could be dynamically created and updated to adapt to allied teams' strategies, and prototyped dozens of scripts to reduce uncertainty and streamline workflow during competitions.
- Provided mentorship to new members, teaching them basic programming skills and helping them develop independent problem solving skills.

## Skills

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- Programming Languages: C# (Proficient), Java (Proficient), C++ (Intermediate), Javascript (Basic), Python (Basic), Lua (Basic)
- Game Engines: Unity (Proficient), Godot (Intermediate)
- Experience building websites with HTML and CSS
- Implementing Complex Algorithms and Data Structures
- Embedded Programming and Automation Systems
- Version Control, Project Management, and Collaborative Development
- Procedural Generation, Shader Development, Tools Engineering
- Always looking to learn more