

Anthony Wessel

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

Game Programmer

I am an inquisitive and ambitious programmer with a passion for games. I have been learning and growing as a programmer for the past decade, constantly picking up new skills and pushing myself to complete new challenges. I enjoy prototyping features from my favorite games and learning about new algorithms and tools.

Project Experience

Completed Games

- Implemented 4 card games in a Unity project, playable at <https://anthony-wessel.itch.io/card-counter>
- Implemented Coin Golf minigame from 'Fable' in a Unity project, playable at <https://anthony-wessel.itch.io/coin-golf>

Procedural Generation

- Designed an algorithm to procedurally split an image into jigsaw puzzle pieces
- Implemented multiple constraint based procedural generation algorithms for puzzle games such as Sudoku, Nonogram and Card Matching
- Prototyped basic 2D terrain generation

Team Experience

Race Timer at River City Race Management (Part Time Fall Job 2016-Present)

- Implemented innovative timing technology to obtain efficient and accurate results of statewide cross-country races
- Gained experience interacting with clients, solving unique problems, and working efficiently with coworkers

Neon Oblivion (Senior Capstone 2020)

- Collaborated in cross-discipline functional teams using agile methodology with weekly sprints
- Researched and developed high quality graphical shader code to implement our corruption effect, one of the most impactful visual elements in the game
- Developed a high quality vertical slice for our game

FIRST Robotics (2014-2017)

- Integrated vision processing and custom scripting for autonomous routines
- Optimized mathematically complex drivetrain code
- Guided younger programmers

Skills

- C#
- C++
- Java
- Python
- GDScript
- JSON
- XML
- Unity
- Godot
- Github
- Jira
- Slack
- Trello
- Debugging
- Optimization
- Procedural Generation
- Shaders
- Project Management
- Version Control
- Problem Solving
- Engine Programming
- Rapid Prototyping

Education

B.S. Computer Science with Concentration on Computer Game Technology

Minor: Mathematics

Bradley University / Peoria, IL