

Bridger Burkes

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EXPERIENCE

I am experienced in game engines such as Unity and Unreal and the associated forms of shader language like HLSL and tools like shader graphs. I also am very familiar with C#, and some familiarity with C++ and Python. I've also worked in Blender as well as Substance. I have ample experience working in small teams on prototypes.

Invection (Project)

August 2024 - Present

Unity project utilizing HLSL, C#, Adobe Suite, Blender, shader graphs and other tools and coding languages in order to create VFX.

EDUCATION

University of Montana, Missoula, MT

August 2022 - Present

President's List: Spring 2023, Spring 2024–Spring 2025

Dean's List: Autumn 2022, Autumn 2023

Davidson's Honors College: August 2022 – Present

Skills:

Experience in:

Unity

Unreal

C#

Python

C++

Adobe Suite

Blender

Various LLMs and other AI

Eye for Detail

Reliable

Good Communicator

