

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. While I don't have any experience working in a studio, I have plenty of experience communicating ideas and contributing to a team.

Kenyon Noble, Livingston, MT-Warehouse Assistant

June 2024 - August 2024

Customer service, Stocking and loading of construction materials, excellent teamwork and communication skills.

Hamm Supply, Wilsall, MT-Cleaner/Cashier/Stocker

November 2021 - May 2022

Operated register and opened and closed store. Kind and friendly to customers and efficient at cleaning and stocking.

Mr. Green Clean, Wilsall, MT-Cleaner

September 2018 - August 2021

Cleaned homes and commercial buildings. Always on time, and made sure to be polite and respectful of people's privacy.

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

