

# Bridger Burkes

704 E Travois  
Missoula MT, 59808  
**(406) 220-8645**  
**bridger.holling@gmail.com**  
**bb186352@umconnect.umt.edu**

## 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.

## Skills:

Experience in:

Unity  
Unreal  
C#  
Python  
C++  
Adobe Suite  
Blender  
Various LLMs and other AI  
Eye for Detail  
Reliable  
Good Communicator

## 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

