

Bradley D. Potzka

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Technical Skills

Languages: C++, C#, C, React, JavaScript, SQL, HTML, Python, Java, GML

Software experience: Unreal Engine 4, Unity, Visual Studio

Development related: Agile development, OpenShift, revision control - GitHub, Git Bash, multiplatform development

Experience

Software Engineer Intern, Garmin - AeroData, Scottsdale, Arizona, May 2021 – Dec 2021

- **C#, JavaScript, HTML, .NET, MVC**
- Used ASP.NET Core MVC to develop a web application to exercise the functionality in an existing library that is currently utilized by a console application.
- Utilized NuGet packages, JSON serialization/deserialization, and EF Core database access.
- Extended functionality of current enterprise logging that utilizes Log4Net by modifying the existing library to use a TCP connection with serialization/deserialization to log events from clients.
- Followed agile development with daily stand-up meetings to discuss sprint tasks and roadblocks.

Systems Engineer, Heatwave Studio, Tempe, Arizona, August 2019 – May 2022

- **Unity, C#**
- Followed agile development standards, fixed bugs during development and in production.
- Worked with design, sound, and art teams across the studio to ensure successful design and implementation of core game mechanics.
- Communicated effectively to game directors during agile planning meetings.
- Coordinated with other engineers to implement desired game mechanics efficiently.

IT Intern, Mesa Public Schools AZ, Mesa, Arizona, 2016 – 2018

- Worked with peers to diagnose and repair laptops and projectors.
- Researched challenging issues to find a satisfactory solution.
- Excelled in effective and positive communication with faculty to resolve technical issues.
- Exhibited time management to complete project requirements.

Projects

All projects can be viewed in my [portfolio](#)

Aegis Initiative, Heatwave Studio

Unity, C#

- Managed the systems team consisting of 7 people.
- Scrum master for weekly meetings.
- Communicated between the various teams to keep project in scope.

My Little Dark Lord, Breeze Elixir Studios

Unity, C#

- Learned how to work with an action combat system as well as enemy artificial intelligence.
- Connected many different Unity store assets to get them working together.

Education

Arizona State University, Bachelor's in Computer Science, Graduated 2022

Arizona State University, Game Development Certification, Completed 2022

Arizona State University, Minor in Japanese, Completed 2022