

Weston Bridson

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Objective

Give meaningful experiences to players that they will remember for a lifetime

Education

Illinois State University

(August 2019 - August 2021)

- GPA: 3.02
- Bachelor of Science Degree in Applied Science and Technology
- Major: Information Systems - Web/App Development

Illinois Central College

(January 2017 - May 2019)

- Obtained Associate of Arts Degree in Information Technology

Experience

Indie Game Developer

(Free time, Unity, Feb 2018 - present)

- Built a complete platformer roguelite from scratch (Download link on my website)
- Completed multiple game development courses (Udemy)
- Developed scripts (C#)
- Utilized Unity (game engine)
- Taught myself many new skills including project management

Programmer Analyst

(Intern -> Contractor -> Employee, Growmark Inc, May 2021, Present)

- Built new pages with GET and POST functionality using existing systems
- Redesigned an internal website from scratch
- Maintenance on most recent customer portal
- Gained valuable teamworking skills
- Used TypeScript and AWS tools for API
- Used VueJS to build the UI

Courses and Languages

- The Ultimate Guide to Game Development with Unity - Unity Official Course
- RPG Core Combat Creator: Learn Intermediate Unity C# Coding – Course
- C# - 5 years, online courses in spare time
- HTML, CSS, PHP, JavaScript, SQL - 2 semesters
- Bootstrap, NodeJS - 1 semester
- Laravel - 1 month, self-taught