HARRY BRIDGEN

Game Developer & Systems Architect
Founder of Blothera (Live RPG Server)

📍 United Kingdom (Open to relocation anywhere in Europe)

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EXPERIENCE

Blothera
📍 Founder and Lead Developer (github.com/Blothera)
📅 01/2012 - Present

- **Built 25+ original Java plugins** for a **live, multiplayer RPG server**, including progression overhauls, nation mechanics, chunk-loading trains, alignment system, prisoner mechanics and more
- **10+ year evolving project,** serving **hundreds of players** across multiple server eras
- Architected the latest version of Blothera, a persistent, plugin-based game world
- Used **Java**, Minecraft Paper API, YAML configs, and occasional scripting for automation
- Used **SQL** for backend, to ensure that data persists over server restarts
- Developed a static website (**blothera.com**) using Vercel
- Optimized Blothera.com for **SEO**, now ranks **#1** on Google for "Blothera"
- Live and playable at **play.blothera.com** (Minecraft 1.21.7)
- Profiled and optimized using **advanced data structures and algorithmic improvements**, achieved up to **10× performance gains** in key systems

MiniQuest
📍 Lead Developer (github.com/MiniQuestDEV)
📅 05/2023 - 09/2023

- Built a complete **RPG Game Engine** using **Python** and Pygame featuring multiple maps, NPCs, inventory system, and structured questlines and much more…
- Utilized Tiled (TMX format) for efficient map creation and content design, enabling modularity, rapid iteration, and world expansion

Phoenix Web Studios
📍 Freelance Developer (capitalflooringlimited.com)
📅 06/2022 – 08/2022

- Developed frontend components for "Capital Flooring" using **Gatsby JS** and **React**
- Refactored legacy code into reusable React components, improving maintainability

EDUCATION

BSc Computer Science
📍 University of Nottingham
📅 09/2022 – 06/2025

Computing Level 3 Diploma
📍 University of Derby
📅 09/2021 – 06/2022

SUMMARY

Software Engineer and **Systems Designer** with a focus on multiplayer infrastructure, game development, software engineering, and full-stack development.

Creator of two original and novel projects: **Blothera** & **MiniQuest**.

GitHub demonstrates end-to-end architecture, real-time systems, and self-directed production. **Tens of thousands** of clean, scalable code.

Highly adaptable, **fast-learning**, and **deeply motivated** by long-term, meaningful work.

Experienced in backend design, concurrency, game logic, and clean code principles across multiple languages and frameworks.
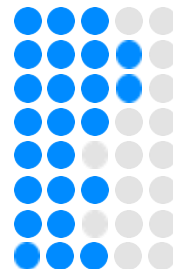
LANGUAGES

Language	Level
C/C++	●●●●○○
Java	●●●●●○
Python	●●●●●○
SQL	●●●●●●
PHP	●●●●○○
Haskell	●●●○○○
JavaScript	●●●●○○
HTML/CSS	●●●●○○

TOOLS / KNOWLEDGE

GitHub	Vscode	Intellij
OOP	Android	OpenGL
Godot	Concurrency	Compilers
Systems	Game Dev	Linear Algebra
Network Protocols	Database Design	Project Management
Clean Code	Design Patterns	AI Prompting