

HARRY BRIDGEN

Software Engineer and Systems Designer

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EXPERIENCE

Massive Multiplayer Game and Plugin Engine

📍 [Blothera](https://github.com/Blothera) (github.com/Blothera)

📅 01/2012 - Present

- Designed and implemented **25+ gameplay systems** via custom Java plugins, including combat, progression, trading, and faction mechanics
- **10+ year evolving project** with player communities, custom lore, live PvP systems, and **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
- Developed a static website (**blothera.com**) using Vercel

Topdown RPG

📍 [MiniQuest](https://github.com/MiniQuestDEV) (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
- **Game Engine** designed for modularity, content expansion, and scalability

Stack Developer

📍 [Capital Flooring](https://capitalflooringlimited.com) (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](https://www.nottingham.ac.uk)

📅 09/2022 – 06/2025

Computing Level 3 Diploma

📍 [University of Derby](https://www.derby.ac.uk)

📅 09/2021 – 06/2022

GCSE & Level 2 Qualifications

GCSEs: English, Maths, Science, ICT

SUMMARY

Software Engineer and **Systems Designer** with a focus on multiplayer infrastructure, plugin-based engines, 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

C/C++

Java

Python

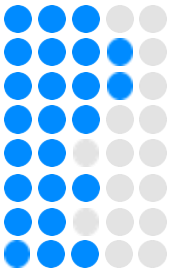
SQL

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](#)