

HARRY BRIDGEN

Software Engineer and Systems Designer

📍 United Kingdom

☎ +447798610137

✉ harrybridgen@gmail.com

🌐 github.com/harrybridgen

🌐 linkedin.com/in/harrybridgen



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](#)

📅 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

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	OS
Systems	Game Dev	Linear Algebra
Network Protocols	Database Design	Project Management
Clean Code	Design Patterns	AI Prompting