HARRY BRIDGEN

Software Engineer and Systems Designer

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EXPERIENCE

Massive Multiplayer Game and Plugin Engine

📍 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 (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 (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

GCSE & Level 2 Qualifications

GCSEs: English, Maths, Science, ICT

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.
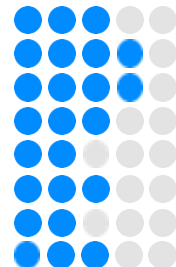
LANGUAGES

Language	Proficiency
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