

# Will Bridges

Game Designer and Programmer  
San Antonio, TX  
(210) 789-7921  
will.p.bridges@gmail.com

[willbridgesgames.com](http://willbridgesgames.com)  
[github.com/willpbridges](https://github.com/willpbridges)  
[linkedin.com/in/willpbridges](https://linkedin.com/in/willpbridges)

## WORK EXPERIENCE

---

**Wayfair Inc.**, Boston, MA Jul. 2019 - Dec. 2019, Jul. 2020 - Dec. 2020

### **Data Center Engineering Co-op**

- Wrote Python and Terraform code to automate server configuration processes
- Migrated hundreds of render farm servers from Google Cloud Platform to on-prem as part of project that saved company millions of dollars per year
- Collaborated remotely with team in Agile sprints to execute server migrations, update server operating systems, and clear challenging backlog tickets

## PROJECTS

---

**Custom C++ Game Engine (SDL) - Lead Programmer & Designer** Jan. 2020 - Apr. 2020

- Implemented resource management, game object components, math and physics systems, and frame rate caps for a custom 2-D game engine
- Spearheaded milestones to ensure project completion during pandemic
- Refactored engine to handle 3 distinct games and a GUI level editor

**Habit of Force - Programmer** Oct. 2020 - Jan. 2021

- Worked with Northeastern faculty to develop turn-based strategy game in Unity
- Implemented combat mechanics and helped onboard junior developers
- Prepared game for showcases at Boston Festival of Indie Games & Tokyo Indies

**Single-Page Browser Game - Programmer and Designer** Mar. 2021 - Apr. 2021

- Developed an incremental RPG with a React frontend and a Phoenix backend
- Incorporated Twitter API and asynchronous processes into our backend to allow for novel application features and gameplay mechanics

## SKILLS

---

**Languages:** Java, Python, C#, C++, Javascript, Elixir/Erlang, HTML, CSS

**Systems:** Ubuntu, Debian, CentOS, macOS, Windows

**Tools:** Git, PlasticSCM, Unity, Terraform, Jenkins, Docker, Visual Studio, React, Phoenix, nginx, OpenGL, AWS, VirtualBox, PyCharm

## EDUCATION

---

**NORTHEASTERN UNIVERSITY**, Boston, MA Sept. 2017 - May 2021

### **Bachelor of Science in Computer Science & Game Development**

**Related Courses:** Building Game Engines, Game Design Capstone, Computer Graphics, Object-Oriented Design, Algorithms and Data, Web Development, Math Fundamentals for Games

**Honors:** GPA: 3.36/4.0, Dean's List, Honors Scholarship

**Northeastern Game Development Club, Executive Board** Apr. 2019 - May 2021

- Co-hosted and ran the 2020 Boston Global Game Jam site

## INTERESTS

---

JRPGs, The Beatles, Twitch streaming, game collecting, sports, anime, trivia