Anthony Wessel

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After taking time post-graduation to care for my family, I am now eager to enter the workforce full-time and make good use of my skills and experience.

Technical Experience   Full Portfolio: https://anthony-wessel.github.io/Portfolio

Race Timer for River City Race Management (Seasonal Contract - Every Fall 2016-2024)
- Deployed innovative timing technology to efficiently capture and verify results for major cross country events throughout the state, including the State Championship.
- Gained hands-on experience in client relations, problem-solving, and fostering efficient teamwork with colleagues.

Dwarf Miner (Solo project 2024)
- Engineered a custom system for procedurally generating a dynamic, player-modifiable world.
- Designed and implemented a real-time lighting system that reacts to changes in the world and includes a day-night cycle.
- Optimized rendering and lighting systems to increase performance, enabling the creation of larger and more complex worlds.

Neon Oblivion (Capstone group project 2020)
- Collaborated with a 20-person, multidisciplinary team to develop a polished vertical slice demonstrating key project features.
- Designed shaders that played a key role in shaping the game's visual style.
- Facilitated regular playtests to collect player feedback and enhance the quality of the game.

FIRST Robotics (High School Team 2014-2017)
- Integrated an external Jetson computer running vision processing software with the robot's main control system, enabling the robot to make more complex decisions while running autonomously.
- Implemented a parser for custom autonomous scripts that could be dynamically created and updated to adapt to better coordinate with allied teams' strategies, and prototyped dozens of scripts to reduce uncertainty and streamline workflow during competitions.
- Provided mentorship to new members, teaching them basic programming skills and helping them develop independent problem solving skills.

Education

B.S. in Computer Science
Minor in Mathematics
Bradley University / Peoria, IL (2017-2020)

Skills

- Programming Languages: C# (Proficient), Java (Proficient), C++ (Intermediate), Javascript (Basic), Python (Basic), Lua (Basic)
- Game Engines: Unity (Proficient), Godot (Intermediate), Unreal Engine 5 (Basic)
- Embedded Programming and Automation Systems
- Version Control, Project Management, and Collaborative Development
- Procedural Generation, Shader Development, Tools Engineering