

Javier Bradlim

Chicago, IL | 312-536-4219 | javierbradlim@gmail.com | jbradlim1@hawk.illinoistech.edu
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SUMMARY

I am a game artist, game programmer, and game designer. Hardworking and ambitious student majoring in Computer Science. I love to do projects and I am eager to learn and develop my skills as a game developer.

EDUCATION

Illinois Institute of Technology, Chicago, IL

Bachelor of Computer Science, Minor in Game Design | GPA 3.71

SKILLS

- **Programming language:** Python | Java | OCaml | C | HTML | CSS | Javascript | SQL | GDscript
- **Software:** Proficient in Godot | Blender | Aseprite | Figma | Canva | Krita | Capcut
- **Languages:** English | Indonesian | Mandarin

WORK EXPERIENCE

3D artist in AAT

May 2025 - Dec 2025

- Modeled, sculpted, UV unwrapped, textured, and finalized dozens of assets for two game projects using Blender.
- Contributed a character model that became a main playable character.
- Collaborated weekly with supervisor and teammates, exchanging feedback to improve asset quality and game development.

Computer Science Teaching Assistant | Illinois Tech

Aug 2024 - Dec 2024

- Assisted professor in grading assignments with fairness and clarity.
- Provided constructive feedback to support student learning.
- Hosted weekly office hours to guide students through coursework.

PROJECT EXPERIENCE

Foxy Antics

Aug 2025 - Present

- 2D pixel platformer game made in Godot
- Developed smooth character states and movement physics.
- Designed enemy inheritance system: e.g., eagle with zigzag flight paths, frog with wall-detection jumps.

Vector Race Game

Sep 2025

- Board game where players strategize with vector cards on an 8×8 grid filled with obstacles.
- Balanced luck and strategy, successfully playtested with players.
- Vector card consists of up, down, right, left, up-left, down-left, up-right, down-right, leap up-left, leap-down-left, leap-up-right, leap-down-right, leap-right, leap-left, and four normal cards
- My game is successfully played by a few players.

The Legend of Zelda

Aug 2024 - Oct 2024

- Modelled, sculpted, and textured the character from The Legend of Zelda in Blender
- Rigged with armatures for posing and rendered final visuals.

Pixel Art Game Asset

Jan 2024

- Designed pixel art assets in Aseprite for a hackathon project on environmental awareness.

- Assets included platforms, water, buildings, trash cans, solar panels, and turbines (with animation).
- The hackathon project is about building a better environment and our team chose to make a game to approach players by building a habit to manage the environment around us.

Real Estate

Apr 2025 - May 2025

- Developed a full-stack real estate website using HTML, CSS (Bootstrap), JavaScript, and PostgreSQL as the database.
- Integrated frontend, backend, and database for a functional platform.

Doordash Mockup

Sep 2024 - Nov 2024

- Recreated the entire Doordash UI in Figma for UX/UI practice.
- This project helps me understand how to make the better transition, UI, GUI, and UX

VOLUNTEER EXPERIENCE

Project Editor

Aug 2025 - Present

- Edited short-form devotional videos with Capcut, designed logos in Figma, and created overlays in Canva.
- Developed skills in keyframing, audio balancing, and media transitions.
- This program has reached peoples through Instagram, YoutubeShorts, and TikTok

Multimedia Team

May 2024 - Present

- Serve as a multimedia team in the Indonesian church community.
- My role is to operate Propresenter for lyrics and OBS for live-streaming services.

HONOR AND ACHIEVEMENTS

- Dean's List Certificate in Illinois Institute of Technology in Fall 2023
- Dean's List Certificate in Illinois Institute of Technology in Spring 2024
- Dean's List Certificate in Illinois Institute of Technology in Fall 2024

Mar 2024

Oct 2024

Mar 2025