



**Garrett Hale**  
Programmer



Skills  
Unreal, Godot  
C++, Zig, Lua



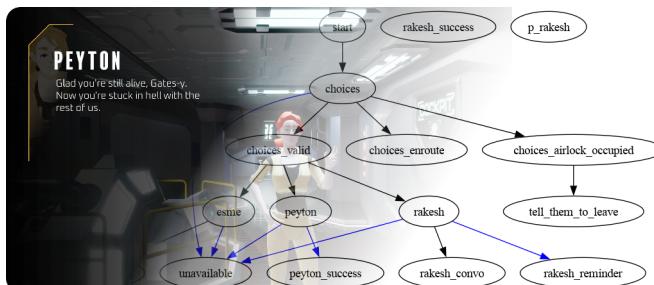
## SandSharkGames

Programming lead on  
games with over  
ten million plays



### PEYTON

Glad you're still alive, Gates y.  
Now you're stuck in hell with the  
rest of us.



Vessels  
Fast, iterative  
dialog engine

Manages complex  
webs of dialog



## Game Jams

Lots of fun!  
Leading fast-paced  
game development

