



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

