



SAMUEL HOPPER

Gameplay Programmer | Game Designer

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picture
of me

SUMMARY

Hi, I'm Sam, an aspiring Developer with three years of experience using Unreal Engine to design and code games. Always motivated to create clean, efficient codebases and engaging experiences. Currently gaining team-based Game Dev experience at the Norwich University of the Arts.

QUALIFICATIONS

BSc Game Development (2024-2027)

Including Technical, Design, Production, and Media Studies modules.

Norwich University of the Arts

A-Level Computer Science Grade B, Mathematics Grade D, Media Studies Grade B (2022-2024)

Taverham Sixth Form

PROJECTS

Voxel Engine & World Generator

Sdfsfs

3D Platformer

Sdfsfs

Procedural Beach

Sdfsfs

SKILLS

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