Contact Me

https://sam-hedges.github.io
sam.hedges.sh@gmail.com
+44 7843 177724
Ely, Cambridgeshire, UK

Core Competencies

- OOP Programming 6 Years: C++, C# (.NET, .NET Core & Mono)
- Data Structures & Algorithms
- Strong Debugging Experience
- Windows CLI
- Git Version Control
- Interdisciplinary Collaboration
- Technical Documentation
- Applied Mathematics
- Profiling & Optimization
- Unity & Unreal Engine
- CI/CD Multi-Platform Deployment
- Graphics Programming
- Agile Production with Trello

Education

Anglia Ruskin University Cambridge - Current

BSc (Hons) Computer Games Technology

Cambridge Regional College – UAL Lvl.3 Extended Diploma

Creative Media Production & Technology (Games) – **Distinction**
Equivalent to 3 A levels at A*

Cambridge Academy for Science and Technology – GCSE's

Subject	Grade	Subject	Grade
Maths	6	Physics	6
Comp. Sci.	7	Biology	8
Chemistry	6	Geography	5
Eng. Lang.	4	Eng. Lit.	5
Finance	B		

Silver Duke of York Award

Personal

I'm a full-time nerd. If I'm not noodling with my Vim setup, or working on a personal project, I'm probably watching obscure video essays. I'm an avid reader, particularly sci-fi and fantasy. I also enjoy playing and developing video games in my downtime, or unwinding at the cinema and catching a film with friends.

Sam Hedges

Motivated and technically skilled software developer with a strong foundation in programming, applied mathematics, and real-time development. With six years of experience using C# and C++ across Unity, Unreal, and Godot, I've built and contributed to a variety of game and interactive projects across PC, console, VR, and WebGL platforms. My background includes hands-on QA and work-study experience at established studios, freelance graphics programming work, and strong collaborative and debugging skills. Currently studying BSc Computer Games Technology, I'm eager to apply my technical expertise, and passion for problem-solving to a wide range of software development challenges.

Technical Experience

Frontier Developments   Oct 2019
Temp . Quality Assurance Tester

I was chosen as one of a select few, through College, to test an upcoming game Planet Zoo. At Frontier, I learnt the Jira QA system that Frontier uses to test games and applied that knowledge to report issues with the game. Notably I discovered and highlighted a major issue with an x-ray style shader that was rendering models incorrectly through opaque surfaces due to a depth sorting problem.

Ninja Theory   Feb 2019
Temp . Work Study

During this work experience, I shadowed each game development discipline team, discussing what's involved, production pipelines, and common practices. This gave me a deep insight early into my development journey as to the production pipelines of games development, the suites of software/tools used within each discipline and the keys skills I need to develop to enter the industry as a strong candidate for employment.

ProQuest   Nov 2018
Temp . Work Study

I shadowed the front-end development team, learning web dev basics, common practices, and industry standards. Afterwards, I independently designed and built a functional site over two weeks. It included features such as time tracking, weather updates, traffic data, and currency exchange rates. I pitched this to the lead developers, receiving feedback on the design choices, code quality, and user experience. This helped me understand software development within a company and strengthened my skills in clearly communicating my work to a team.

Employment

Graphics Programming   Feb 2021 – June 2022
Self-Employed

When contracted by clients I created individual Action Plans, Design Documents, and Invoices per client. I then completed projects to their brief, debugged/tested the work and formatted it appropriately to be delivered. My largest commission was for an Indie Developer to create a mobile-friendly lit toon shader with RGBA & HSV colour space, gradient control applied over its lightmaps.

McDonald's & Wilko   Mar 2021 - Current

Operate across all store sections, including food preparation, customer service (drive-thru and front register), and hygiene maintenance. Informally assist with onboarding and training new staff. Aiming to progress into a supervisory role.

Handled deliveries, store layout, and product merchandising. Maintained food safety standards after in-house hygiene training. Assisted with store setup, fixture building, and customer service.