

Contact Me

<https://sam-hedges.github.io>
sam.hedges.sh@gmail.com
07843 177724
Ely, Cambridgeshire, UK

Core Competencies

- 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

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

- **Selected** through a **competitive college program** to join the QA team testing *Planet Zoo* pre-release.
- **Identified** and **reported** a **critical depth-sorting bug** with an x-ray shader, preventing incorrect rendering through opaque surfaces.
- **Quickly learned** and **applied Jira QA workflows** to effectively **log** and **track** issues within the dev pipeline.

Ninja Theory

Feb 2019

Temp . Work Study

- **Shadowed** cross-functional **development teams**, gaining early hands-on exposure to **AAA production pipelines** and team dynamics.
- Built a foundational understanding of **development lifecycles**, **tool suites**, and **key interdisciplinary skills** required for the games industry.

ProQuest

Nov 2018

Temp . Work Study

- **Shadowed** the **front-end dev team** and **self-taught** core **HTML / CSS / JS** fundamentals based on live project needs.
- **Designed** and **developed** a **functional web app** in two weeks featuring time tracking, weather updates, traffic data, and currency exchange rates.
- **Pitched** the app to **senior developers**, receiving feedback on UI/UX, code structure, and design decisions.

Employment

Graphics Programming

Feb 2021 – June 2022

Self-Employed

- **Delivered** tailored technical **solutions to indie dev clients** with custom **design documents**, **action plans**, and **milestone tracking**.
- **Developed** a mobile-friendly **lit toon shader** featuring **HSV & RGBA colour space support**, **gradient controls**, and **lightmap integration**.
- Maintained strong **client communication** and used **iterative development** to ensure **on-spec delivery** and **high satisfaction**.

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.