Sam Hedges

https://sam-hedges.github.io/

Address	46a Black Horse Drove, Littleport – CB6 1EG
Phone	07843 177724
Email	sam.hedges.sh@gmail.com
Dob	13/12/2002

Profile

I am a second-year Computer Games Technology student, studying at Anglia Ruskin University, looking for an entry-level Programming role in the industry. Currently, my major achievement is a distinction grade in my sixth-form course, equal to that of three A** A-Levels.

As a highly motivated and skilled programmer with a passion for games development, I bring a unique combination of technical expertise, a dedicated attitude and creative drive to any project. I have over 8 years of experience in studying, programming, and constructing games and take pride in creating unique and impressive visual effects, compelling mechanics, and engine tools. With a solid foundation in C#, C++, Python, HLSL and other programming languages, I also have in addition have experience working with a variety of game engines including Unity, Unreal, and Godot. Alongside my traditional software development skills, I also have experience programming within graphical pipelines such as Unity's SRP as well as coding shaders for the aforementioned systems. Having strong debugging and testing skills, combined with excellent communication and teamwork abilities, allow me to work effectively in fast-paced environments. My drive and ambition have led me to continuously improve my skills and stay up to date with the latest industry trends, making me confident in my ability to tackle any challenge. I am eager to gain hands-on experience in the industry through an internship opportunity, where I can expand my skills, knowledge, and portfolio.

Technical Skills

Game Engines: Unity (2D, 3D, VR), Unreal (3D), Godot (3D)

Tools: GitHub, SourceTree, Photoshop, After Effects, Premiere Pro, Maya, Blender, Substance Designer, Jira, Trello

Programming Languages: C#, C++, Python, HLSL, HTML, CSS, VB

Node-Based Systems: Unity VFX Graph, Unity Shadergraph, Unreal Blueprints, Unity Bolt

Soft Development Skills: Debugging, Performance Profiling, Object-Oriented Programming

Relevant Industry Experience

Unity Shader Programming **Self-Employed** **Feb 2021 — June 2021**	I received requests for work on client projects and 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.

Temp . Quality Assurance Tester **Frontier Developments** **Oct 2019 — Oct 2019**	I volunteered via my Cambridge Regional College course to test the, at the time upcoming game, Planet Zoo. Throughout my time spent at the studio I learnt the QA systems that Frontier studios used to test games and applied that knowledge in order 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.
Temp . Work Study **Ninja Theory** **Feb 2019 — Feb 2019**	During this work experience, I shadowed each game development disciplines team, discussing what's involved, common practices and the relevant industry standards. 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 in order to enter the industry as a strong candidate for employment.
Temp . Work Study **ProQuest** **Nov 2018 — Nov 2018**	During this work experience, I shadowed the front-end web development team, discussing what's involved, common practices and the relevant industry standards. I got partnered with one of the developers and was tasked with creating a website using HTML and CSS. This gave me experience using new suites of languages and tools that I'm unfamiliar with and taught me to be comfortable with experimentation.

Education

Anglia Ruskin University Cambridge (2021-2025)	
BSc (Hons) Computer Games Technology	**Ongoing**

Cambridge Regional College (2019-2021)	
UAL Level 3 Extended Diploma in Creative Media Production & Technology (Games)	**Distinction (equivalent to 3 A** A-levels)**

Cambridge Academy for Science and Technology (2016-2019)	
Maths – 6	**Physics – 6**
English Language – 4	**Computer Science – 7**
English Literature – 5	**Geography – 5**
Biology – 8	**Financial Education – B**
Chemistry – 6	**Duke Of York Silver Award**

Employment

Crew Member **McDonalds** **[2022-Current]**	I'm currently responsible for working all sections of the store including but not limited to; making drinks, overseeing the chips fryer, chicken fryer & beef grill, serving customers via drive-thru headset and front register, tracking register monetary values and cleaning / maintaining hygiene throughout the branch. Although not an official position I also help with training new hires on these different sections as well as training them on the till systems. I aspire to become an area leader/supervisor before I complete my university degree as this will give me more managerial experience before I enter the games development industry or another adjacent satellite industry.
Merchandiser **Wilko** **[2021-2022]**	I received deliveries for the store, assisting the unloading of lorries as well as loaded the stores' salvage. I organised cages of stock to be section compliant so that merchandising was simple for the rest of the team. I replenished stock, faced the shelves, and ensured appropriate stock rotation was in place. I'd completed the in-house food hygiene course which enabled me to manage the food stocks within the store. I organised the warehouse after deliveries and often built fixtures/shelves for new products. I updated scan labels and provided customer service to shoppers.
Garden Maintenance **Self-Employed** **[2018-2021]**	I completed day to day gardening tasks to maintain a large garden. This includes: Weeding, Grass Cutting, Fence Maintenance and Pressure Washing.

Hobbies and Interests

In my free time, I am dedicated to keeping both my body and mind active and engaged. My love for personal fitness drives me to visit the gym multiple times a week, while my interests in literature and music allow me to explore my creative side. Having been a member of my local gym for a several months now and through regular visits and participating in their events, I have formed a strong bond with the staff and other members. I now consider them a second family and look forward to all the fun events they host every month. I enjoy reading both thought-provoking books as well as fiction, my all-time favourite book series being a tossup between The Inheritance Cycle, written by Christopher Paolini, and visual novel Berserk illustrated and written by Kentaro Miura. Also "12 Rules for Life: An Antidote to Chaos" by Jordan Peterson would be my personal recommendation as an eye-opening book full of useful analogies and lessons to better navigate life. I also find great fulfilment in making electronic music as well as exploring other genres. Whether it's keeping my body in shape or indulging my creative passions, I make sure to always have activities that stimulate and challenge me in my free time.

References Available upon request