

Contact Me

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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. I bring hands-on experience across QA and work-study experience at established studios, freelance graphics programming work, and strong collaborative and debugging skills. As a soon-to-be graduate, 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.

Relevant Experience

Frontier Developments

Oct 2019

Temp . Quality Assurance Tester

- **Earned a placement** on the Planet Zoo QA team through a **competitive college program**, contributing to **pre-release testing**.
- **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** across disciplines in the **development team**, 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.
- **Built a fully functional web app** in two weeks, integrating multiple APIs to provide **real-time data for users** (weather, traffic, currency, time tracking).
- **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**.
- **Led client communication** and iterative development cycles, **consistently delivering** high-satisfaction, on-spec results **across milestones**.

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.