**Sam Hedges**

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# **Profile**

# I’m an aspiring Programmer and Technical Artist and pride myself on being a hardworking and ambitious individual with a great passion for the games development industry. I am currently in my second year of studying BSc (Hons) Computer Games Technology at Anglia Ruskin University. I have a dedicated attitude to working hard and I’m impassioned about performing a good job to the best of my abilities in whatever I do. I’ve been making and studying games for over 7 years and am obsessive about making unique and impressive visual effects/shaders and combining those with compelling gameplay mechanics and engine systems. Seeing my work come together in creative collaborative projects and seeing my peers’ talented work, fuels my desire to keep learning and makes me eager to be part of the games industry. Currently, my most major achievement is a distinction grade in my sixth-form course, equal to that of three A\*\* A-Levels, as well as my perseverance in advancing my games development skills. I’ve greatly improved since my start as a developer and feel confident that nothing is out of my reach as I continue to keep up to date with the latest industry trends. I’m currently aiming for an internship position within a Game Studio to gain experience in the industry and expand my skills, knowledge & portfolio.

# **Technical Skills**

|  |  |
| --- | --- |
| * Unity: 2D, 3D, VR * Unreal: 3D * Godot: 3D * GitHub & SourceTree * Node-Based Systems: Unity VFX Graph & Shadergraph, Unreal Blueprints | * Adobe: Photoshop, After Effects, Premiere Pro * Maya & Blender * Jira & Trello |

[additional skills summary].

# **Programming Languages**

|  |  |
| --- | --- |
| * C# * C++ * Python | * HLSL & CG * HTML & CSS * VB |

[additional skills summary].

# **Relevant Industry Experience**

|  |  |
| --- | --- |
| **[Job Title]**  **[Company]**  **[Time Period]** | [Role & responsibilities summary] |
| **[Job Title]**  **[Company]**  **[Time Period]** | [Role & responsibilities summary] |

# **Education**

|  |  |
| --- | --- |
| [University] [Time Period] | |
| [Course Title]  Relevant Modules | **[Qualification]**  [Key, relevant modules & achievements] |
| [University] [Time Period] | |
| [Course Title]  Relevant Modules | **[Qualification]**  [Key, relevant modules & achievements] |

# Employment

|  |  |
| --- | --- |
| **[Job Title]**  **[Company]**  **[Time Period]** | [Role & responsibilities summary] |
| **[Job Title]**  **[Company]**  **[Time Period]** | [Role & responsibilities summary] |

# Hobbies and Interests

I keep active daily at the gym to keep physically fit, practice meditation and I enjoy reading. I produce music of different genres using Ableton 11 and Fl Studio and enjoy researching and programming computer games in my spare time.

**References Available upon request**