**Sam Hedges**

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# **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, CG, 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**

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| --- | --- |
| **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**

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| --- | --- |
| Anglia Ruskin University Cambridge (2021-2025) | |
| BSc (Hons) Computer Games Technology  Relevant Modules | **Ongoing**  [Key, relevant modules & achievements] |
| Cambridge Regional College (2019-2021) | |
| UAL Level 3 Extended Diploma in Creative Media Production & Technology (Games)  Relevant Modules | **Distinction (equivalent to 3 A\*\* A-levels)**  [Key, relevant modules & achievements] |
| Cambridge Academy for Science and Technology (2016-2019) | |
| **Maths – 6**  **English Language – 4**  **English Literature – 5**  **Biology – 8**  **Chemistry – 6** | **Physics – 6**  **Computer Science – 7**  **Geography – 5**  **Financial Education – B**  **Duke Of York Silver Award** |

# Employment

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

# 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. I enjoy reading both thought-provoking books as well as fiction, my all-time favourite book series being The Inheritance Cycle by Christopher Paolini. I also find great fulfilment in making electronic and rap music. 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**