**Sam Hedges**

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**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, 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**

|  |  |
| --- | --- |
| **[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**