

629 South Wall Circle
Ivins, Utah
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Sam Hunt (he/him)

SKILLS

[Showreel](#)

I am a capable programmer in several languages and game engines including Unreal, Godot, C++, and Python

I understand principles of art such as color, value and composition

I am familiar with the game development process and have created several small playable games on itch.io at rende36.itch.io

I am able to use industry standard software such as photoshop, blender, and unreal.

EXPERIENCE

[Weber State University, Ogden Utah](#) – *Classroom Support Technician*

May 2021 – September 2022

- Diagnosed and fixed computer issues using a variety of tools and methods.
- Worked in a goal oriented team of technicians to ensure work gets done efficiently and correctly.
- Assisted teachers with any technical issues they might encounter while teaching
- Created and adapted tools for ease of life for me and my coworkers

EDUCATION

[Utah Tech University, St George Utah](#) – *University*

January 2023 – Present

[Weber State University, Ogden Utah](#) – *University*

April 2020 – December 2022

[Nuames High School, Ogden Utah](#) – *High School*

August 2019 – March 2020

HOBBIES

Soldering and programming microcontrollers

Creating and playing games

Drawing and painting

References available upon request.