

# Samuel Hunt (He/Him)

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Portfolio and Pre-Rendered VFX Works: samhunt404.github.io

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## KEY SKILLS

**Dynamic Real-Time Materials | In-Game VFX | C#, C++, Python Programming | Critical Problem-Solving | Unity and Godot**

*Intermediate French, Fluent English*

## RELEVANT EXPERIENCE

**Utah Tech University | St. George, UT**

**Virtual Reality Software Developer Intern**

Apr '23 - Present

- Assisted in the creation of **12 virtual lab experiences** for Physics 2215 course
- Communicated and worked closely with a team of **2 talented artist and 2 other great programmers** to ensure assets work correctly and meet the visual targets
- Designed and created **6 assets** that were more technically oriented, including both particle effects, and dynamic, procedural animations using shape keys and animated materials

**Weber State University | Ogden, UT**

**Classroom Support Technician**

May '21 - Sep '22

- Managed equipment in the **7 main campus buildings** by regularly checking each room thoroughly
- Provided support for campus events with **8 other technicians** and worked closely with the event coordinators to ensure needs were met
- Fashioned and modified tools to manage a database of over **350 rooms** and associated issues

## Awards

- **Utah Tech Student of the Semester - Fall 2023**
- **Docutah Aspiring Filmmaker First Place - Spring 2024**

## EDUCATION

**Utah Tech University | St. George, Utah**

**Bachelors of Fine Arts (aspiring)**

Jan '23 - Present

*Related Coursework: 3D Graphics, 3D animation II, Game Engine Production, 3D Design, 2D Design*

**Weber State University | Ogden, Utah**

Aug '20 - Dec '22

*Related Coursework: Intro to Interactive Entertainment, Object Oriented Programming*