

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

Portfolio

SKILLS

I understand the artistic, and technical principles that go into the creation of VFX

I am a capable programmer and artist.

I understand principles of source control, as well as best practices when working in a team.

I am comfortable developing Unreal, Unity, and Godot game engines

EXPERIENCE

Utah Tech University, Saint George, Utah — *Virtual Reality Software Developer*

April 2023 - Present

- Created and tested virtual environments for students to improve remote learning
- Used industry standard game development tools including Unity and Blender
- Created visual elements and assisted with the integration of art into the virtual labs

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 was completed efficiently and correctly.
- Assisted teachers with technical issues in classrooms.
- Created and modified tools to complete tasks more efficiently.
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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

COMMUNITY ENGAGEMENT

Founded the **Utah Tech Game Makers** Club, 2023

References available upon request.