Samuel Hunt (He/Him)

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EXPERIENCE

Utah Tech University, — *VR Developer Intern*

APR 2023 - AUG 2024

- Assisted in the creation of **12 virtual lab experiences** for the 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 — *CTS Technician*

MAY 2021 - SEP 2022

- 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

EDUCATION

Hochschule Darmstadt (Exchange)

SEPT 2024 - PRESENT

Related Coursework: Animation and Game Project 3, Introduction to Houdini, Introduction to Shader Programming

Utah Tech University

JAN 2023 - PRESENT

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

Weber State University

AUG 2020 - DEC 2022

Related Coursework: Intro to Interactive Entertainment, Object Oriented Programming

SKILLS

Dynamic Real-Time Shaders, In-Game VFX, Critical Problem-Solving, Unity/Unreal/Godot Game Engines, Blender, Houdini

AWARDS

Utah Tech Student of the Semester – Fall 2023

Docutah Aspiring Filmmaker First Place – Spring 2024

LANGUAGES

English – Native
French – Intermediate

PROJECTS

Spores of Fortune – 2025
Mail Blazer – 2024

COMMUNITY ENGAGEMENT

Founded Utah Tech Game Makers Club – 2023
Attended the Game Developer Conference – 2023, 2024, 2025