

Samuel Hunt (He/Him)

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[Portfolio](#)

[Linkedin](#)

SKILLS

Source Control (Git and Plastic SCM)

Unreal Niagara/ Unity / Godot workflows

3D Asset creation in Houdini and Blender

Dynamic material creation using Material Graphs and HLSL/GLSL shaders

WORK EXPERIENCE

[Utah Tech University, Saint George, Utah](#) — *Virtual Reality Software Developer*

April 2023 - Present

- Work with a team using industry standard game development tools including Unity and Blender to create simulations that enhance virtual learning.
- Solve problems that arise when importing artist made assets.
- Create custom assets to fit a target visual aesthetic.
- Meet deadlines to ensure virtual classes are ready by the beginning of the desired semester.

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

May 2021 - September 2022

- Diagnosed and solved problems brought up by faulty equipment
- Worked with a team to solve problems efficiently
- Created and modified tools to complete tasks more efficiently

EDUCATION

[Utah Tech University, St George, Utah](#) - January 2023 - Present

Major: Entertainment Arts and Animation

[Weber State University, Ogden, Utah](#) - April 2020 - December 2022

AWARDS AND COMMUNITY ENGAGEMENT

Founded the Utah Tech Game Makers Club, 2023

Awarded Student of the Semester, 2023