

Sam Hedges

Address 46a Black Horse Drove, Littleport – CB6 1EG
Phone 07843 177724
Email sam.hedges.sh@gmail.com
Dob 13/12/2002

Profile

I am a hardworking and ambitious individual with a great passion for the games development industry. I am currently in my second year of studying BSc (Hons) Computer Games Technology at Anglia Ruskin University. I pride myself on my dedicated attitude to working hard and I'm passionate about doing a good job to the best of my abilities in whatever I do. Within my merchandising job at Wilko, I have shown this through taking up extra responsibilities outside my merchandising role, such as but not restricted to, keyholder duties, unloading lorries, warehouse organisation and teaching new recruits. I'm always willing to learn new things and go out of my way to provide excellent service. This includes, assisting customers and recommending products. Outside of work my hobbies include going to the gym daily, to better my physical health, reading and computer programming. I am self-motivated and have led other team members at Wilko when needed to assist my supervisor.

Technical Skills

- Programming (C#/C++/Visual Basic) 5 Years
- Graphical Shaders with Node Based Graphs
- Good Communication Skills
- Experience with Unity Engine
- Using 3rd Party Game Engine Tools
- Music Production

Education

- **Cambridge Academy for Science and Technology (CAST) – (GCSE's)**
 - Maths – 6
 - English Language – 4
 - English Literature – 5
 - Biology – 8
 - Chemistry – 6
 - Physics – 6
 - Computer Science – 7
 - Geography – 5
 - Financial Education – B

- **Duke of York Award** – Silver
- **Cambridge Regional College** – UAL Level 3 Extended Diploma
UAL Level 3 Extended Diploma in Creative Media Production & Technology – Distinction
(A UAL Level 3 Extended Diploma is equivalent to 3 A levels)
- **Anglia Ruskin University Cambridge** – Currently Studying
BSc (Hons) Computer Games Technology – 2nd year student

Industry

[Temp . Quality Assurance Tester]

[Frontier Developments]

[Oct 2019]

I volunteered via my Cambridge Regional College course to test the, at the time upcoming game, Planet Zoo. Throughout my time spent at the studio I learnt the QA systems that Frontier studios used to test games and applied that knowledge in order to report issues with the game. Notably I discovered and highlighted a major issue with an x-ray style shader that was rendering models incorrectly through opaque surfaces.

[Temp . Work Study]

[Ninja Theory]

[Feb 2019]

During this work experience, I shadowed each game development disciplines team, discussing what's involved, common practices and the relevant industry standards. This gave me a deep insight early into my development journey as to the production pipelines of games development, the suites of software/tools used within each discipline and the keys skills I need to develop in order to enter the industry as a strong candidate for employment.

[Temp . Work Study]

[ProQuest]

[Nov 2018]

During this work experience, I shadowed the front-end web development team, discussing what's involved, common practices and the relevant industry standards. This gave me a deep insight early into my development journey as to the production pipelines of games development, the suites of software/tools used within each discipline and the keys skills I need to develop in order to enter the industry as a strong candidate for employment.

Employment

[Team Crew]

[McDonalds]

[Aug 2022 - Present]

I'm currently responsible for working all sections of the store including but not limited to; making drinks, overseeing the chips fryer, chicken fryer & beef grill, serving customers via drive-thru headset and front register, tracking register monetary values and cleaning / maintaining hygiene throughout the branch. Although not an official position I also help with training new hires on these different sections as well as training them on the till systems. I aspire to become an area leader/supervisor before I complete my university degree as this will give me more managerial experience before I enter the games development industry or another adjacent satellite industry.

[Merchandiser]

[Wilko]

[Mar 2021 - July 2022]

I received deliveries for the store, assisting the unloading of lorries as well as loaded the stores' salvage. I organised cages of stock to be section compliant so that merchandising was simple for the rest of the team. I replenished stock, faced the shelves, and ensured appropriate stock rotation was in place. I'd completed the in-house food hygiene course which enabled me to manage the food stocks within the store. I organised the warehouse after deliveries and often built fixtures/shelves for new products. I updated scan labels and provided customer service to shoppers.

[Graphics Coding Contract Work]

[Self-Employed]

[Feb 2021 - June 2021]

I received requests for work on client projects and created individual Action Plans, Design Documents and Invoices per client. I then completed projects to their brief, debugged/tested the work and formatted it appropriately to be delivered. My largest commission was for an Indie Developer to create a mobile-friendly lit toon shader with RGBA & HSV colour space, gradient control applied over its lightmaps.

Hobbies and Interests

I keep active daily at the gym to keep physically fit, practice meditation and I enjoy reading. I produce music of different genres using Ableton 11 and FL Studio, and enjoy researching and programming computer games in my spare time.

References

- Peter Hedges – peterhedges18@gmail.com
- Philip May – phil.may2@outlook.com
- Adam Gray – Adam.Gray@wilko.com