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# Garrett Hale Programmer

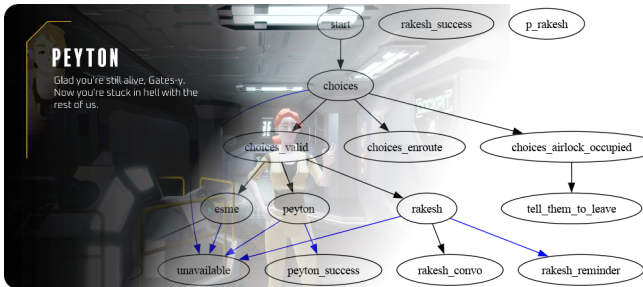
## Skills

Unreal, Godot  
C++, Zig, Lua



## SandSharkGames

Programming lead on games with over ten million plays



## Vessels

Fast, iterative dialog engine

Manages complex webs of dialog



## Game Jams

Lots of fun!  
Leading fast-paced game development

