

Hayden Archambault

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Education

Fitchburg State University — 2018-2022

Bachelor of Science in Game Design

Minor in Computer Science

GPA 3.9

Tabor Academy — High School

Academic Profile

Game Studio

Advanced Game Workshop

Advanced Game Art

Virtual Reality Development

Mobile Game Design

3D Game Development

Game Level Design

Game Design Workshop

Elements of Game Design

Narrative Game Design

Data Structures and Algorithms

Discrete Mathematics

Systems Programming

Python Programming

Programming in Java I and II

Conceptual Physics

3D Modeling I

Objective

To utilize my game design skills alongside a talented team in order to create fun and detailed games. I also wish to continue learning and deepening my knowledge as a game developer.

SKILLS

Proficient: Unity, Maya, Substance Painter, Krita, Reaper, Audacity, Visual Studio, C#, Java, HTML, W3.CSS

Familiar: ZBrush, Photoshop, Substance Designer, Unreal Engine, Netbeans, C++, CSS, Python

AWARDS

President's List

Fall 2019

Dean's List

Fall 2018

Spring 2019

Fall 2021