

# Hayden Archambault

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## WORK EXPERIENCE

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### Unity Developer

2020 – Present

*Studio Amakawa*

*Remote*

- Development of three mobile Augmented Reality applications for Android and iOS
- Programming in Unity using C# and Visual Studio
- UI/UX design
- AR Foundation, ARCore, ARKit
- [Studio Amakawa - Portfolio](#)

### 3D Artist

2021

*Cramit's Keep*

*Fitchburg, MA*

- Creation of 3D assets and VFX using Blender, Substance Painter, and Unity
- Environment, prop, and character modeling
- Texturing, UV layout, and rigging
- Importing and preparing assets in Unity
- [Cramit's Keep - Steam](#)

### Unity Developer

2019 – 2020

*System Interactive*

*Remote*

- Personal work developing three mobile games for Android
- Programming in Unity using C# and Visual Studio
- UI/UX design
- Unity IAP, Unity Ads Monetization
- [System Interactive - itch.io](#)

## EDUCATION

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### Fitchburg State University

2018 – 2022

*BS, Game Design*

*Fitchburg, MA*

- Summa Cum Laude
- Distinguished Scholar Award
- GPA 3.9

### Tabor Academy

*High School*

*Marion, MA*

## SKILLS

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Unity, Unreal Engine, C#, Java, Python, HTML, CSS, Visual Studio, Blender, Substance Painter, Substance Designer, Photoshop, Krita, Agile, Scrum, Jira