

# Hayden Archambault

haydenarchambault.com

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## Experience

### Studio Amakawa — 2020–Current

Programming

UI/UX Design

Mobile AR Development

Unity, AR Foundation, ARCore/ARKit

[Studio Amakawa - Portfolio](#)

### Socks Off Studios — 2021

3D Artist

VFX Artist

Unity, Blender, Substance Painter

[Cramit's Keep - Steam](#)

### System Interactive — 2019–2020

Personal Work

Mobile Game Development

Unity IAP/Unity Ads Monetization

[System Interactive - itch.io](#)

## Education

### Fitchburg State University — 2018–2022

Bachelor of Science - Game Design

Distinguished Scholar Award

Summa Cum Laude

GPA 3.9

### Tabor Academy — High School

## Objective

To utilize my technical skills alongside a talented team in order to create detailed games and applications. Also to continue learning and deepening my knowledge as a developer.

## Skills

**Proficient:** Unity, C#, Blender, Substance Painter

**Familiar:** Unreal Engine, ZBrush, Substance Designer

## Awards

### President's List

Fall 2019

### Dean's List

Fall 2018

Spring 2019

Fall 2021