Hayden Archambault

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Experience

Studio Amakawa — *2020-2022*

Programmer
UI/UX Design
App Design
AR Foundation, ARCore/ARKit, Unity, C#, Visual Studio
[Studio Amakawa - Portfolio](#)

Socks Off Studios — *2021*

Lead 3D Artist
VFX Artist
Maya, Blender, Substance Painter, Krita, Unity, C#, Visual Studio
[Cramit's Keep - Steam](#)

System Interactive — *2019-2021*

Personal Studio
Mobile Game Development
Unity IAP/Unity Ads Monetization
Unity, C#, Visual Studio, HTML, W3.CSS
[System Interactive - itch.io](#)

Education

Fitchburg State University — *2018-2022*

Bachelor of Science - Game Design
Minor - Computer Science
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, 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