

Hayden Archambault

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Experience

Studio Amakawa — 2020–Current

Programming

UI/UX Design

Mobile AR Development

Unity, AR Foundation, ARCore/ARKit

[Studio Amakawa - Portfolio](#)

Cramit's Keep — 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#, Java, Blender, Substance Painter

Familiar: Unreal Engine, Photoshop, Substance Designer, Python, C++

Awards

President's List

Fall 2019

Dean's List

Fall 2018

Spring 2019

Fall 2021