Hayden Archambault

https://haydenarchambault.github.io/

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Education

Fitchburg State University — *2018-2021*

Bachelor of Science in Game Design
Minor in Computer Science
GPA 3.97

Tabor Academy — *High School*

Academic Profile

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