Hayden Archambault

haydenarchambault.com ❖ hayden.g.archambault@gmail.com ❖ (774) 766-8537

WORK EXPERIENCE

Unity Developer   **2020 – Present**
Studio Amakawa   *Remote*
- Development of three AR mobile 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

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

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