Hayden Archambault

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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

Prop Artist 2023 – 2024
Get Dead Entertainment *Remote*
- Creation of 3D assets using Blender and Substance Painter
- Modeling, texturing, UV layout, retopology, rendering
- 3D Art - Portfolio

3D Art Generalist 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*
- Development of 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, Jira