

Hayden Archambault

<https://haydenarchambault.github.io/>

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Education

Fitchburg State University — 2018-2020

Bachelor of Science in Game Design

Minor in Computer Science

GPA 3.97

University of Massachusetts, Amherst — 2017-2018

Physics Concentration, Transfer

Massachusetts College of Liberal Arts — 2016

Software Development Concentration, Transfer

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

Discrete Mathematics

Systems Programming

Game Programming

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