Hayden Archambault

https://haydenarchambault.github.io/

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Education

Fitchburg State University — *2018-2020*

Bachelor of Science in Game Design

GPA 3.97

University of Massachusetts, Amherst — *2017-2018*

Bachelor of Science in Physics, Transfer

Massachusetts College of Liberal Arts — *2017*

Bachelor of Science in Software Development, 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

Discrete Mathematics

Systems Programming

Game Programming

Web Programming

Programming Languages

Systems 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, Microsoft Visual Studio, Reaper, Audacity, Krita, C#, HTML, W3.CSS

Familiar: ZBrush, Photoshop, Substance Designer, Unreal Engine, Netbeans, Java, C++, CSS, Python

AWARDS

President's List

Fall 2019

Dean's List

Fall 2018

Spring 2019