Hayden Archambault

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WORK EXPERIENCE

Unity Developer   2020 – 2024
Studio Amakawa   *Remote*

- Development of three AR mobile applications for Android and iOS
- Programming in Unity using C# and Visual Studio
- 3D environment and prop design using Blender and Substance Painter
- UI/UX design, QA
- 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

Outbound Order Selector   2022 – 2023
Sysco   *Plymouth, MA*

- Pallet jack certification and operation
- Proficient use of warehouse inventory management software
- Building orders, loading and unloading
- Warehousing, supply chain

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

Front Desk Agent   2015 – 2018
Quality Inn   *Middleboro, MA*

- Check guests in and out, operate hotel management software
- Provide customer service, email and phone support
- Perform night audits and deposits

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*