

Hayden Archambault

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WORK EXPERIENCE

Prop Artist

2023 – Present

Get Dead Entertainment

Remote

- Creation of 3D assets using Blender and Substance Painter
- Modeling, texturing, UV layout, retopology, rendering
- [3D Art - Portfolio](#)

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 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

- 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, Jira