

Hayden Ruffo

Sydney NSW Australia.
Phone: +61 0420 428 040

Email: hayden.ruffo@gmail.com
Website: <https://haydenruffo.com/>

Professional Summary

Well-rounded developer with over 9 years of audio and digital creative experience. Exceptional proficiency in Unreal Engine, 3D art and audio production. Demonstrated ability in problem-solving, programming, and team collaboration. Passionate about delivering high-quality, innovative digital solutions. Organised and friendly attitude with a drive for all things creative.

Technical Skills

Game Engines & Code

Experienced: Unreal Engine (Blueprints, Meta-Sounds, A.I, Animations, Widgets, Niagara, Materials, GAS, Editor tool-dev) VS Code.

Familiar: Python, git, Perforce, Unity, three.js.

Design

Experienced: Blender, Photoshop, Substance Painter, Microsoft Suite.

Familiar: Maya, Shotgun, Asperite, DaVinci Resolve.

Audio Production

Experienced: General DAW knowledge, FL Studio, Reaper, Ableton Live. Music Composition, theory, Sound design, Editing.

Familiar: Cubase 10, FMOD.

Hardware

Experienced: Computer building and maintenance, Midi Devices, Audio Mixing and recording equipment.

Work Experience

Pop Family Entertainment - Being Betty Flood - (Aug 2022 to April 2023)

Environment Artist - Programmer

- Modelled film ready 3D assets, including props, landscapes and environments.
- Prepared volumes of UV layouts in preparation for surfacing.
- Automated preparation of Unreal assets for use in other software packages.
- Developed virtual production Unreal Editor tools for use with in-house pipeline.

Papadino's Katoomba - Manager, Cook, Waitstaff, Cleaning Staff - (2010 to 2021)

- Demonstrated leadership and collaboration in a team-based environment.
- Thrived under high-stress situations, showcasing composure and problem-solving skills.
- Successfully maintained service areas and managed inventory supplies and equipment.
- Stepped in for other roles as required, demonstrating flexibility and adaptability.

Personal Projects

DOSSIP.net - 90's themed 3D social chat/MMO sim <https://haid.itch.io/dossip>

Achievements: Mentioned in Polygon. <https://www.polygon.com/23025632/metaverse-mmo-ending>

- ◆ Developed character customisation system, NPC chat system.
- ◆ Designed and developed gameplay 3D, 2D, VFX and SFX assets.
- ◆ Rigged and animated UE4 skeleton compatible characters.

The Insector - Point and click adventure <https://haid.itch.io/insector-the-inspector>

Achievements: Featured on the front page of Itch.io. 4k downloads 25k views.

- ◆ Developed character controller and adventure game state system.
- ◆ Worked alongside artists to develop a distinctive art style and design.
- ◆ Built editor tools.

Education

TECHNICAL AND FURTHER EDUCATION COMMISSION (TAFE)

Certificate IV in Information Technology Game Development (Completed 3 Months)

Statement of Attainment in Game Programming. (2022)

Certificate III in Music Industry (2020)