

# Hayden Ruffo

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## Professional Summary

Highly adaptable and detail-oriented artist successfully transitioned from food industry into CG for film, showcasing a strong ability to problem-solve and learn autonomously. Creative generalist looking to advance career in 3D and real-time. Practical problem solving and programming ability, determined self-learner with organised and friendly attitude.

## Technical Skills

### Game Engines & Development

**Familiar:** Python, git, Perforce, Unity, three.js.  
**Experienced:** Unreal Engine

### 3D, 2D & Design

**Familiar:** Maya, Shotgrid, Asperite, DaVinci Resolve, Cascadeur.  
**Experienced:** Blender, Photoshop, Substance Painter, Microsoft Suite.

### Audio Production

**Experienced:** 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)**

**3D Environment Artist, Unreal Engine Technical Director**

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

**Papadino's Katoomba - Assist 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 to assist with level design.

## 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)