HAYDEN HALE PORTER

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SUMMARY

Creative and highly motivated individual with a strong work ethic and a passion for storytelling across games, animation, and digital media. Skilled in content design, video editing, and digital strategy, with experience driving growth through social media and creative marketing. Actively developing interactive projects and eager to contribute to bold, innovative teams.

EDUCATION

University of Texas at Austin 2023-2027
Expected Graduation: 05/27
Bachelor of Science in Arts and Entertainment Technologies GPA: 4.00
Honors and Certifications:

- Tableau Desktop Specialist – Issued July 2025: Credential ID available upon request.
- 2025 Distinguished College Scholar, UT Austin (Top 4%).

EXPERIENCE

Summer Intern for RegalStephens – Santa Rosa Beach, FL June 2025 – Aug 2025
Marketing and Social Media

- Managed social media presence by creating original and engaging content.
- Identified trends and best practices resulting in a 10% increase in followers in 6 weeks.

Summer Intern for David Fields – Santa Rosa Beach, FL May 2024 – July 2024
Head of Media and Content

- Reported directly to David Fields, founder of RepBox, a cloud-based CRM sales platform.
- Enhanced social media retention and engagement, leading to a notable increase in views and monetization.
- Managed and optimized content strategy to ensure a consistent and high-quality upload schedule.

ADDITIONAL EXPERIENCE

Digital Designer for Phi Kappa Psi – Austin, TX Jan 2024 – May 2024

- Produced digital advertisements in Photoshop and After Effects.
- Directed various philanthropic efforts alongside organizations like Austin Pets Alive and Front Steps.

QA Testing Intern for GT School – Austin, TX Jun 2022 – Aug 2022

- Tested and reviewed online math programs for usability and effectiveness.
- Contributed to product feedback loops for classroom tech integrations.

Alaqua Animal Refuge – Santa Rosa Beach, FL May 2021 - July 2021
Videographer and Editor Intern – Social Media

- Filmed and edited videos for the head social media manager and videographer.
- Worked closely with mistreated animals, providing hands-on film assistance.

PROJECTS

Palimpsest (in-development)

Solo-developed 2D Psychological Horror Game – Godot Engine · Aseprite · Reaper · Photoshop · Twine

- Designed, scripted, and animated a narrative-driven game with analog horror influences.
- Engineered player movement, music transitions, and custom cut scenes using GDScript.
- Created all original pixel art, animations, and sound design assets.