Hayden Platt

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Work Experience

Lab Tutor / Grader (2016)
University of California, Santa Cruz
- Taught students JavaScript game programming in 30-person lab sections
- Met with student teams weekly to offer design and programming insight for their projects
- Fairly and thoroughly evaluated student programming assignments

Lead Instructor (Summer 2015)
iD Tech Game Design Academy
- Taught 3D Level Design in UE4, as well as Mobile Game Development in Unity
- Developed personal, interactive lesson plans
- Assisted Camp Directors with activity planning and problem solving

Project Highlights

Shackle (2016) shackle-game.com
Project Lead / Level Designer / Programmer
- Collaboratively designed and implemented 3 cooperative VR puzzle levels
- Scripted interaction mechanics for over 30 different in-game objects
- Led efficient, interactive meetings with programmers, artists, and designers
- Held bi-weekly playtests to gather feedback and improve design

Project HYPETRAIN (2014-2015) ursamajorgames.com/downloads.html
Project Lead / Lead Designer / Programmer
- Led iterative design for levels, game progression, and character mechanics
- Programmed enemy AI and traincar mechanics in C# / Unity
- Founded its 8-person student studio, Ursa Major Games

What Do We Do Meow? (2015) misterplatt.itch.io/wdwd-meow
Gameplay Designer / Writer / Programmer
- Collaboratively designed gameplay
- Developed storyboard and wrote dialogue
- Completed in 48 hours, published on itch.io with over 100 downloads

Portfolio: purpleplattypus.com

Education

University of California, Santa Cruz (2012-2016)
- Bachelor's Degree in Computer Science: Computer Game Design

Skills

Game Engines		Tools		Languages	
Unity	Unreal 4	Photoshop	Excel	C#	JavaScript
Hammer		Blender	Powerpoint	C++	HTML/CSS

github.com/misterplatt

Accolades

- VR Level Design article featured on Gamasutra - Link
- Global Game Jam 2015 Participant
- HACK UCSC 2013 Semi-Finalist
- Received an Honorable Mention for Dreamlock, made in Brenda Romero's Game Design Class
- Organize and run a local monthly Smash Bros. tournament
- Playing drums since age 11