

Hayden Platt

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Work Experience

Game Designer (2017-Present)

Sanzaru Games

- Design, greybox, and implement 3D levels in Unreal Engine 4
- Design, implement, and tune characters for a multiplayer environment
- Collaborate with engineers and artists to see designs through to completion

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

Project Highlights

Game Designer - Marvel Powers United VR (2018)

sanzaru.com/games/marvel-powers-united-vr/

- Contributed to the gameplay design for Thor, Spider-man, Captain Marvel and more
- Helped formulate and tune the game's scoring and combo systems
- Managed and streamlined the implementation of interactable objects in the environment

Project Lead / Level Designer - Shackle (2016)

shackle-game.com

- IndieCade 2016 Nominee
- Collaboratively designed, blocked, and implemented 3 cooperative VR puzzle levels
- Scripted interaction mechanics for over 30 different in-game objects in C#/ Unity
- Led efficient, interactive meetings with programmers, artists, and designers
- Held bi-weekly playtests to gather feedback and improve design

Project Lead / Lead Designer - Project HYPETRAIN (2014-2015)

ursamajorgames.com/downloads.html

- Led iterative design for levels, game progression, and character mechanics
- Programmed character movement and traincar mechanics in C# / Unity
- Founded its 8-person student studio, Ursa Major Games

Portfolio: purpleplattypus.com

 Github: github.com/misterplatt

Education

University of California, Santa Cruz (2012-2016)

- Bachelor's Degree in Computer Science: Computer Game Design

Skills

Game Engines

Unreal Engine 4
Unity
Hammer

Tools

Blender
Photoshop
Excel
Scrum

Languages

C#
UE4 Blueprint
C++
HTML/CSS