

Hayden Platt

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Work Experience

Game Designer (2016-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 to drive creation of versatile and fun gameplay features

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 & programming insight for projects
- Fairly and thoroughly evaluated student programming assignments

Project Highlights

Level Designer - Asgard's Wrath (2016-2019)

sanzaru.com/games/asgardswrath/

- Designed, greyboxed, and implemented various story levels in Sagas 3-5
- Formulated and prototyped Kraken and Hel boss fights
- Pioneered, prototyped, and implemented Horde Assault boss fight mode
- Collaborated with engineers to realize implementation of animal follower skills

Game Designer - Marvel Powers United VR (2016-2018)

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 implementation of interactable environment objects

Project Lead / Level Designer - Shackle (2016)

purpleplattypus.itch.io/shacklegame

- 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
- IndieCade 2016 Nominee

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

UE4
Unity

Tools

Blender
Photoshop
Excel
Scrum

Languages

C#
UE4 Blueprint
HTML/CSS