Hayden Platt

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Objective

To improve my ability to create and analyze games, demonstrate my value as a member of a team, and expand my knowledge of the games industry.

Education

University of California, Santa Cruz
(2012-Present)
- Undergraduate pursuing a Bachelor's Degree in Computer Science: Computer Game Design
- Graduating in June 2016
- Cumulative GPA: 3.35

Skills

Proficient

Unity	C#	C++	JavaScript
HTML	CSS	Photoshop	Blender

Familiar

Excel	C	Java	Unreal 4
Ruby	Scrum	Python	Android

github.com/misterplatt

Accolades

- Received an Honorable Mention for a game made in Brenda Romero's Game Design Class
- Global Game Jam 2015 Participant
- HACK UCSC 2013 Semi-Finalist
- Organize and run a local monthly Smash Bros. tournament
- Active member of IGDA
- Employed since age 15
- Playing drums since age 11

Projects

Portfolio Website: haydenplatt.me

Project HYPETRAIN (2014-2015)
Project Lead/Lead Designer/Programmer
- Lead design for train cars, game progression and character mechanics
- Manage and motivate a team of 8 people
- Hold playtests and collect data for iteration
- Program player mechanics in C#
- Founded its studio, Ursa Major Games

Download: ursamajorgames.com/downloads.html

Krabklashers (2015)
Game Designer / Scrum Master
- Designed combat mechanics, levels, and UI
- Implemented 3D levels in Unity
- Led efficient, timeboxed Scrum meetings
- Created and analyzed weekly burnup charts

Download: haydenplatt.me/krabklashers

IncognitOwl (2014)
Game Designer / Writer / Programmer
- Designed mechanics, levels, and characters
- Wrote the game's dialogue
- Kept team on track to finish in 8 weeks
- Implemented level mechanics and dialogue UI in JavaScript

Commentary: youtu.be/LPURaqmMQsQ
Play: haydenplatt.me/incognitowl_game/browser

Work Experience

Lead Instructor (Summer 2015)
iD Tech Game Design Academy
- Taught students Mobile Game Development in Unity, as well as 3D Level Design in UE4
- United instructors to organize activities
- Developed personal lesson plans for courses

Technical Assistant (2013-2015)
CITRIS Center for Information and Technology
- Wrote accessibility programs for the office
- Edited video recordings for YouTube channel
- Handled the company calendar