

# Hayden Platt

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## Work Experience

### Lead Instructor (Summer 2015)

iD Tech Game Design Academy

- Taught Mobile Game Development in Unity, as well as 3D Level Design in UE4
- Developed personal, interactive lesson plans

### Technical Assistant (2013-2015)

CITRIS Center for Information and Technology

- Wrote accessibility programs for the office in C++
- Edited video recordings for the company's YouTube channel

## Project Highlights

### Shackle (2016-Present) [shackle-game.com](http://shackle-game.com)

*Project Lead / Level Designer / Programmer*

- Collaboratively designed cooperative puzzle levels
- Implemented 3D VR levels in Unity
- Led efficient, timeboxed Scrum meetings
- Held regular playtests to improve design

### Project HYPETRAIN (2014-2015) [ursamajorgames.com/downloads.html](http://ursamajorgames.com/downloads.html)

*Project Lead / Lead Designer / Programmer*

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

### What Do We Do Meow? (2015) [misterplatt.itch.io/wdwd-meow](http://misterplatt.itch.io/wdwd-meow)

*Game Designer / Writer / Programmer*

- Collaboratively designed gameplay
- Developed storyboard and wrote dialogue
- Published on itch.io with over 100 downloads

**Portfolio:** [haydenplatt.me](http://haydenplatt.me)

## Education

### University of California, Santa Cruz (2012-Present)

- Undergraduate pursuing a Bachelor's Degree in Computer Science: Computer Game Design
- Graduating in June 2016

## Skills

#### Game Engines

Unity      Unreal 4  
Hammer

#### Tools

Photoshop    Excel  
Blender      Scrum

#### Languages

C#      Javascript  
C++     HTML/CSS



[github.com/misterplatt](https://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