Hayden Platt

1392 Folsom Meadows Circle Folsom, CA 95630 (916)-698-1083 misterplatt17@gmail.com linkedin.com/in/haydenplatt

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) 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

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

Game Designer / Writer / Programmer

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

Portfolio: haydenplatt.me

Education

University of California, Santa Cruz (2012-2016)

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

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

Ogithub.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