

Hayden Platt

1324 Mission Street
Santa Cruz, CA 95060
(916)-698-1083
misterplatt17@gmail.com
[linkedin.com/in/haydenplatt](https://www.linkedin.com/in/haydenplatt)

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 game design 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: 3.28

Skills

Known

C++	C#	JavaScript	
Unity	Android	HTML	CSS

Proficient

C	Unreal 4	Blender	Python
Ruby	Scrum	Photoshop	Java

 github.com/misterplatt

Accolades

- Received an Honorable Mention for a game made in Brenda Romero's Game Design Class
- Global Game Jam 2015 Participant
- Designed my portfolio website from the ground up
- 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-Present)

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)

Lead Designer / Writer / Programmer

- Designed mechanics, levels, and characters
- Wrote the game's dialogue
- Kept team on track to finish in 8 weeks
- Implemented levels and dialogue mechanics in JavaScript

Commentary: youtu.be/LPURaqmMQsQ

Play: haydenplatt.me/incognitowl

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

Senior 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