

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 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

C++	C#	Javascript	Java
Unity	Unreal 4	Android	Blender
C	HTML	CSS	Python
Ruby	Scrum	Photoshop	

 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
- 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

- Founded its company, Ursa Major Games
- Manage and motivate the team of 8 people
- Direct and refine the game's design
- Program gameplay and level mechanics

Download: ursamajorgames.com/downloads.html

Krabklashers (2015)

Scrum Master / Level Designer

- Led efficient, timeboxed Scrum meetings
- Designed and implemented 3D levels
- Designed and refined gameplay
- Created and analyzed burn-up charts

Download: haydenplatt.me/krabklashers

Incognitowl (2014)

Lead Designer / Writer / Programmer

- Designed mechanics, levels, and characters
- Wrote the game's dialogue
- Managed team's schedule and progress
- Programmed levels and mechanics

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 my own lesson plans

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