

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

Project Lead / Level Designer / Programmer

- Collaboratively design levels and UI
- Implement 3D levels in Unity for VR
- Lead efficient, timeboxed Scrum meetings
- Hold 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
- Managed and motivated a team of 8 people
- Programmed level mechanics in C#
- Founded its studio, Ursa Major Games

What Do We Do Meow? (2015) misterplatt.itch.io/wdwd-meow

Game Designer / Writer / Programmer

- Collaboratively designed gameplay
- Published on itch.io with over 100 downloads
- Developed storyboard and wrote dialogue
- Completed in 48 hours at the Global Game Jam

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

Proficient			Familiar		
Unity	Photoshop	Excel	Scrum	JavaScript	Python
HTML/CSS	C#	C++	Blender	Unreal 4	Hammer

 github.com/misterplatt

Accolades

- Received an Honorable Mention for Dreamlock, 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
- Playing drums since age 11