

Hayden Platt

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Objective

To improve my ability to iteratively design levels, demonstrate my value as a member of a team, and expand my knowledge of the games 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: 3.38

Skills

Proficient

Unity	Photoshop	Excel	Scrum
HTML/CSS	C#	C++	Blender

Familiar

JavaScript	Unreal 4	Hammer	C
Java	Python	Android	

 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
- Active member of [IGDA](https://www.igda.org/)
- Employed since age 15
- Playing drums since age 11

Projects

Portfolio Website: haydenplatt.me

Project HYPETRAIN (2014-2015)

Project Lead/Lead Designer/Programmer

- Led iterative design for levels, game progression, and character mechanics
- Managed and motivated a team of 8 people
- Held playtests to gather data for iteration
- Programmed player mechanics in C#
- Founded its studio, Ursa Major Games

Download: [ursamajorgames.com/downloads.html](https://www.ursamajorgames.com/downloads.html)

What Do We Do Meow? (2015)

Game Designer / Writer / Programmer

- Completed in 48 hours in Global Game Jam
- Published on itch.io with over 100 downloads
- Developed storyboard and dialogue
- Helped design the game's core mechanics

Play: <https://misterplatt.itch.io/wdwd-meow>

Krabklashers (2015)

Game Designer / Scrum Master

- Designed levels, combat mechanics, and UI
- Implemented 3D levels in Unity
- Led efficient, timeboxed Scrum meetings
- Created and analyzed weekly burnup charts

Download: haydenplatt.me/krabklashers

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

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