

Hayden Platt

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

Work Experience

Lab Tutor / Grader (2016)

University of California, Santa Cruz

- Taught students JavaScript game programming in 30-person lab sections
- Met with student teams weekly to offer design and programming insight for their projects
- Fairly and thoroughly evaluated student programming assignments

Lead Instructor (Summer 2015)

iD Tech Game Design Academy

- Taught 3D Level Design in UE4, as well as Mobile Game Development in Unity
- Developed personal, interactive lesson plans

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, 15-minute 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# / Unity
- 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

Skills

Game Engines

Unity Unreal 4
Hammer

Tools

Photoshop Excel
Blender Powerpoint

Languages

C# JavaScript
C++ HTML/CSS

 github.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