

# Hayden Platt

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 **Objective** Collaborate with a passionate team to create dynamic and memorable adventures.


 **Experience** **Sanzaru Games (2016-Present)**

- ***Unannounced Project (TBA) - Senior Game Designer***
  - Create comprehensive level, system, & mechanic specifications in Confluence
  - Collaborate with engineers and artists to bring specifications to life
  - Design, greybox, and implement levels
  - Provide constructive feedback and collaboratively brainstorm with other designers
- ***Asgard's Wrath (Oculus Rift, Shipped 2019) - Game Designer***  
[sanzaru.com/games/asgardswrath/](https://sanzaru.com/games/asgardswrath/)
  - Designed, greyboxed, and implemented various story levels in Sagas 3-5
  - Formulated and prototyped Kraken and Hel boss fights
  - Pioneered, prototyped, and implemented Horde Assault boss fight mode
  - Collaborated with engineers to realize implementation of animal follower skills
- ***Marvel Powers United VR (Oculus Rift, Shipped 2018) - Game Designer***  
[sanzaru.com/games/marvel-powers-united-vr/](https://sanzaru.com/games/marvel-powers-united-vr/)
  - Contributed to the gameplay design for Thor, Spider-man, Captain Marvel & more
  - Helped formulate and tune the game's scoring and combo systems
  - Managed and streamlined implementation of interactable environment objects

**UCSC Senior Capstone Project (2016)**

- ***Shackle (Oculus Rift, Shipped 2016) - Project Lead / Level Designer***  
[purpleplattypus.itch.io/shacklegame](https://purpleplattypus.itch.io/shacklegame)
  - Collaboratively designed, blocked, and scripted 3 cooperative VR puzzle levels
  - Scripted interaction mechanics for over 30 different in-game objects in C#/ Unity
  - Led efficient, interactive meetings with programmers, artists, and designers
  - Held bi-weekly playtests to gather feedback and improve design
  - IndieCade 2016 Nominee

**Portfolio:** [purpleplattypus.com](https://purpleplattypus.com)

 **Github:** [github.com/misterplatt](https://github.com/misterplatt)

 **Skills**

**Tools**

- JIRA / Confluence
- Photoshop
- Excel
- Scrum
- Perforce

**Game Engines**

- UE4
- Unity

**Languages**

- UE4 Blueprint
- C#
- HTML/CSS

 **Education**

**University of California, Santa Cruz (2012-2016)**

- Bachelor's Degree in Computer Science: Computer Game Design