# Hayden Platt

Foster City, CA
(916)-698-1083
haydengplatt@gmail.com
linkedin.com/in/haydenplatt

## Work Experience

**Game Designer (2016-Present)**
*Sanzaru Games*
- Design, greybox, and implement 3D levels in Unreal Engine 4
- Design, implement, and tune characters for a multiplayer environment
- Collaborate with engineers to drive creation of versatile and fun gameplay features

**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 & programming insight for projects
- Fairly and thoroughly evaluated student programming assignments

## Project Highlights

**Level Designer** - Asgard's Wrath (2016-Present)
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

**Game Designer** - Marvel Powers United VR (2016-2018)
sanzaru.com/games/marvel-powers-united-vr/
- Contributed to the gameplay design for Thor, Spider-man, Captain Marvel and more
- Helped formulate and tune the game's scoring and combo systems
- Managed and streamlined implementation of interactable environment objects

**Project Lead / Level Designer** - Shackle (2016)
purpleplattypus.itch.io/shacklegame
- IndieCade 2016 Nominee
- Collaboratively designed, blocked, and implemented 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

**Portfolio:** purpleplattypus.com

**Github:** github.com/misterplatt

## Education

**University of California, Santa Cruz (2012-2016)**
- Bachelor's Degree in Computer Science: Computer Game Design

## Skills

| Game Engines | Tools | Languages |
| --- | --- | --- |
| Unreal Engine 4 | Blender | C# |
| Unity | Photoshop | UE4 Blueprint |
| | Excel | HTML/CSS |
| | Scrum | |