

Hayden Platt

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XP Experience

Riot Games (2021-Present)

- **Unannounced Project (TBA) - Senior Game Designer**

Sanzaru Games (2016-2021)

- **Asgard's Wrath 2 (Oculus Rift, Shipped 2023) - Senior Game Designer**
 - Create comprehensive & highly visual level, system, and mechanic specifications in Confluence
 - Pioneer & maintain large systems; writing guides & holding meetings to ensure designer accessibility
 - Collaborate with engineers & artists to evolve level and prop specifications into exciting features
 - Design, greybox, and script 3D levels; emphasizing combat, puzzles, and traversal
 - Provide constructive feedback and help oversee development of newer designers
- **Asgard's Wrath (Oculus Rift, Shipped 2019) - Game Designer**
sanzaru.com/games/asgardswrath/
 - Designed, greyboxed, and scripted various story levels in Sagas 3-5; emphasizing combat & puzzles
 - Formulated initial designs and scripted prototypes for Kraken and Hel god-scale boss battles
 - Pioneered, prototyped, and implemented Horde Assault boss battle type & its unique cannon controls
 - Collaborated with engineers to realize the creation of fun, scalable mechanics such as the magic staff
- **Marvel Powers United VR (Oculus Rift, Shipped 2018) - Game Designer**
sanzaru.com/games/marvel-powers-united-vr/
 - Designed gameplay for several heroes, including Spider-man's web-slinging and Thor's hammer recall
 - Identified a balance concern with the scoring system, then proposed & implemented a solution
 - Streamlined implementation of interactable environment objects, improving artist workflow

UCSC Senior Capstone Project (2015-2016)

- **Shackle (Oculus Rift, Shipped 2016) - Project Lead / Level Designer**
purpleplattypus.itch.io/shacklegame
 - Collaboratively designed, greyboxed, and implemented 3 cooperative VR puzzle levels in Unity
 - Scripted interaction mechanics for over 30 different interactive objects in C#
 - 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  **Github:** github.com/misterplatt

Skills

Tools

- Photoshop & Illustrator
- JIRA / Confluence
- Perforce
- Google Sheets / Excel

Game Engines

- Unreal Engine 5
- Unity

Languages

- UE5 Blueprint
- C#
- HTML/CSS

Education

University of California, Santa Cruz (2012-2016)

- Bachelor of Science in Computer Science: Computer Game Design