

# Hayden Platt

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## Experience

### Riot Games (2021-Present)

- **Unannounced Multiplayer Action Game (TBA) - Senior Game Designer**
  - Develop multiple character kits with a focus on resonance, satisfaction, and balance
  - Create and maintain character and combat documentation, including templates for others to use
  - Directly mentored a new junior designer, who earned a promotion within 1 year
  - Proposed and run intra and cross-disciplinary syncs to improve visibility and increase collaboration

### Sanzaru Games (2016-2021)

- **Asgard's Wrath 2 (Oculus Rift, Shipped 2023) - Senior Game Designer**
  - Created comprehensive & highly visual specs for systems such as Quests, New Game+, and Skill Trees
  - Designed, greyboxed, and scripted the 1st story level Temple of Atum; emphasizing and teaching combat, puzzles, and traversal. Collaborated w/ artists to create epic spaces and subtly guide players
  - Provided constructive feedback and mentorship to help oversee development of newer designers
- **Asgard's Wrath (Oculus Rift, Shipped 2019) - Game Designer**
  - 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**
  - 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 rework
  - Streamlined implementation of interactable environment objects, improving artist workflow

### UCSC Senior Capstone Project (2015-2016)

- **Shackle (Oculus Rift, Shipped 2016) - Project Lead / Level Designer**
  - 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, productive, and engaging meetings with programmers, artists, and designers
  - Held bi-weekly playtests to gather feedback and improve design
  - IndieCade 2016 Nominee

 Portfolio: [purpleplattypus.com](http://purpleplattypus.com)  Github: [github.com/misterplatt](https://github.com/misterplatt)

## Skills

### Tools

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

### Game Engines

- Unreal Engine 5
- Unity

### Languages

- UE5 Blueprints
- C#
- HTML/CSS

## Education

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

- Bachelor of Science in Computer Science: Computer Game Design