Hayden Platt

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⬡ Experience

Sanzaru Games *(2016-Present)*
- *Unannounced Project* *(TBA)* - *Senior Game Designer*
  - Create comprehensive level, system, & mechanic specifications in Confluence
  - Pioneer & maintain large gameplay systems; ensuring designer accessibility
  - Collaborate with engineers & artists to evolve specifications into features
  - Design, greybox, and implement 3D levels in Unreal Engine 4
  - 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 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/
  - 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 *(2015-2016)*
- *Shackle* *(Oculus Rift, Shipped 2016)* - *Project Lead / Level Designer*
  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   **Github:** github.com/misterplatt

🪷 Skills

Tools	Game Engines	Languages
■ Photoshop	■ Unreal Engine 4	■ UE4 Blueprint
■ Excel	■ Unity	■ C#
■ JIRA / Confluence		■ HTML/CSS
■ Scrum		
■ Perforce		

📜 Education

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