Hayden Platt

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XP Experience

Sanzaru Games *(2016-Present)*

- *Unannounced Project* *(TBA)* - *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
  - Scripted interaction mechanics for over 30 different interactive 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