

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 collaboratively brainstorm with other 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

- Photoshop
- Excel
- JIRA / Confluence
- Scrum
- Perforce

Game Engines

- Unreal Engine 4
- Unity

Languages

- UE4 Blueprint
- C#
- HTML/CSS

Education

University of California, Santa Cruz (2012-2016)

- Bachelor of Science in Computer Science: Computer Game Design