

Shayne Hayes

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Project Highlights

Diversity 2 (2014), *Level Designer*

- Awards: Guinness World Record for Most Downloaded Minecraft Project with 2.3 million downloads
- Featured at MINECON 2015 in London and hosted on Minecraft Realms
- Worked directly with the project lead to design and implement levels

Zefeir (2018), *Producer and Level Designer*

- Responsible for organizing and monitoring our team's Scrum board and burndown chart, as well as leading several production meetings each week
- Designing and greyboxing many of our game's areas in Unity, working closely with our 3D modelers to populate our world with art assets
- Programming HLSL shaders and animating our player character in Blender

Portfolio: shaynehayes.net

Work Experience

iD Tech Camps (2017-2018), *Instructor*

- Taught Adventures in Game Design: Minecraft for 16 weeks, molding the course curriculum to different learning styles and addressing special needs each week
- Managed a classroom of 8 students, teaching electrical engineering, Photoshop, and game design through Minecraft mapmaking

Education

University of California, Santa Cruz (2015-2018)

- Bachelor's Degree in Computer Science: Computer Game Design
- Awards: Dean's Honors (Fall 2015-Spring 2018)

Pacific Collegiate Charter School (2009-2015)

- Awards: Pacific Collegiate School Charter Award (2015), AP Scholar with Distinction (2015), California State Science Fair: 2nd in Earth & Planetary Sciences (2011)

Skills

- C++, C#, C, Python, Javascript, Java, Unity, Twine, Inform 7, Tracery
- Video game history, game design philosophies, issues and controversies surrounding interactive media