

Shayne Hayes

mail@shaynehayes.net

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

Adrift (2017), *Producer and Programmer*

- Managed the production pipeline for a team of 6, facilitating team communications and setting deadlines to ensure a smooth development cycle
- Designed and implemented the state structure and control scheme of the game

Portfolio: shaynehayes.net

Work Experience

iD Tech Camps (2017), *Instructor*

- Taught Adventures in Game Design: Minecraft for 9 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, expected June 2018
- Awards: Dean's Honors (Fall 2015-Spring 2017)

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, Python, Javascript, Java, Twine, Inform 7, Tracery, Scratch, Gamemaker, Unreal Engine 4
- Video game history, game design philosophies, issues and controversies surrounding interactive media