Hayden Postin

silizan74@gmail.com ❖ (703) 927-8630 ❖ Purcellville, VA ❖ https://hpostin.com

Game Design/Development and Documentation Professional with over 4 years of experience creating games using the Unity Engine and over 2 years of experience with C# programming. Has taken a leading role in every project he's been a part of, excelling in managerial positions, teamwork, and having over 6 years of experience in technical documentation in his field, among other documentation-related matters.

Education: George Mason University: Bachelor of Fine Arts,

Computer Game Design

Certifications: **Certified System Administrator(CSA)**

WORK EXPERIENCE

Tatum Games LLC.   **July 2023 – October 2023**
Mobile Game Intern-Documentation Lead
Remote
- Tatum Games is a mobile game company that is in the process of making various mobile games for Android and promoting a new analytics system known as Mikros.
- Operated within a team of fellow entry-level interns to work on their up-and-coming mobile game, Heroes vs Villains, along with testing and finding issues with Mikros Analytics.
  - Found various issues in testing and was entrusted to create **documentation explaining the issues, including internal documents, how-to pages, questions asked, and formatting other information for separate internal teams.**
  - Collaborated with other team members to playtest, program, write, and design various aspects of their mobile game.
- Used the Unity Engine to design and script the physics for three maps for the mobile game using resources from Unity Marketplace, and art of my own creation.
- Successfully created various narratives for the story of Heroes vs Villains, and was asked to take control of the narrative direction of the game during my time there.
- Gained moderate-to-high level experience using Unity, Aseprite, and Audacity, and minor experience using Excel.

LoreHaven Games   **August 2023– November 2024**
Producer and Documentation Lead/Assistant Artist
Fairfax, VA
- LoreHaven Games is a Game Design company my creation for my capstone project in my senior year of

college. It is an unofficial company, but I gained a vast amount of experience being the producer and founder.

- Led a team of 8 other individuals to create a game within a certain time frame. I set up meetings, coordinated with various outsourcers, and was able to lead my team to a successful release of our game.
    - o **Completed our capstone with an "A" and had it featured in the 2024 Senior Game EXPO Showcase at George Mason University. Our game being titled, Aphonia: Face the Gauntlet**
    - o Gained and employed multiple methods of time management to lead a team to success while under an athletic contract with my college.
    - o Continuously updated the game until November 2024 after multiple bug fixes and QA tests.
- **Created all documentation for our game. Including the Game Design Document, Style Guide, Asset List, and Production Schedule, along with various versions of Pitch Presentations depending on who we were pitching to.**
- Showed adaptability in covering for various roles in desperate times by assisting in Unity Engine programming and pixel art, while being the team lead.
- My documentation work can be found here: https://hpostin.com/documentation/

MSF: Mason Salvation Force Game   **January 2024– June 2024**
Designer/Sound Designer
Fairfax, VA

- Created most particle effects of enemies and bosses using the Unity Game Engine.
- Troublesshooted scripting issues with movement and level interactivity
- Created all sound effects using Audacity and FL studio for every boss and player character abilities.
- Created the boss design documentation, and assisted in creating the overall game documentation.

Coaches Corner   **January 2025 – Current**
Server
Purcellville, VA

- Delivered high-quality service to customers in a fast-paced environment, managing up to 10 tables at a time.
- Ensured customer satisfaction and resolved a variety of issues over call
- Handled cash and card transactions on a computer.
- Trained new staff members on service protocols and customer interaction techniques.

EDUCATION

George Mason University   **May 2024**
BFA, Computer Game Design   *Fairfax, VA*

- This degree gave me hands-on experience in a variety of game design projects that deepened my understanding of object-oriented programming, Unity and Unreal Engine, Agile-style Development, and management of a team.
- Dean's list in the following semesters: Fall 2021/Fall 2022/ Spring 2023/ Fall 2023/ Spring 2024. Was awarded multiple academic scholarships for continued exemplary performance. Along with endowed scholarships for continuing to keep above a 3.3 GPA. Graduated with a Bachelor of Fine Arts in Computer Game Design with a focus on Narrative Design and Documentation, along with graduating with a 3.5 GPA.
- Held a 4-year athletic scholarship playing for the Mason Mens Tennis Team. On this team, played every position except for #2. Went undefeated in two fall seasons, and had a winning record in every spring season except for 2021. Defeated nationally ranked schools in both singles and doubles in dual matches, and in regional tournaments.

SKILLS & INTERESTS

- 6+ years experience with Narrative Design and Technical Documentation related to Game Design.
- 6+ years using Microsoft Office Suite, such as: Word, Powerpoint, and Excel.
- **4+ years working in the Unity Engine**
- **2+ years experience with C# Programming**
- **2+ years experience with 2D Design**
- **2+ years experience with sound design various software such as FL Studio and Audacity.**
- **4+ years experience with managerial positions, managing team members and organizations in multiple projects such as: Various games, Customer Service, and Sports Management.**
- **1+ years experience in ServiceNow, attaining my CSA in May 2025, gaining experience in: Knowledge Management, Platform Analytics, Workflow Studio, and overall experience in the Now Platform.**
- I have a large interest in writing. I have written many poems, along with a multitude of creative writing works. Two of which are over 200 page books that will be published by the end of 2025. I have written fantasy genre, along with sci-fi and realistic fiction. I also write reports of research for things I am interested in such as black holes, meteorology, and criminal law.
- I am currently working toward attaining my CAD certificate in ServiceNow, and am learning JavaScript.