

May 9, 2025

Allen Westcott, MSCS
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Engineering and Applied Science 182
Colorado Springs, CO 80918

To whom this may concern,

I am writing this letter on behalf of Dillon Hutchinson who is currently applying for a position in your company. This letter is in support of that decision.

I have personally taught Dillon Hutchinson in two of my classes, a team-based game production class and a class for creating games for diverse populations. In both classes, Dillon has excelled at the subject matter as well as leading the conversation or the project forward in proactive ways.

In our team-based games production class, Dillon was the producer of the project and so the de facto manager. Although having authority in college is challenging for most students, Dillon was exceptional at communicating with his teammates about how to get the project done. He showed all the skills a great manager should have; he knew the project inside and out, knew who was best suited for each job, and facilitated communication with everyone. There were no decisions made without questions asked first to the teammates executing the job.

In the creating games for diverse populations class, Dillon was front and center in asking hard questions and giving hard answers. The class starts with studying who you are as a person in the United States and then branches to other cultures. Using yourself as a frame of reference is critical to understanding others and Dillon used thoughtful stories and jokes to get people to consider outside perspectives.

Overall, Dillon is a leader, problem solver, and facilitator of communication. I would be confident he will excel at any position given to him. His enthusiasm will carry him far in an industry where learning something new every day is a given. Please consider him for this position.

Thank you,

Allen Westcott

Allen Westcott

To: Whom It May Concern

From: Dr. A.T. "Tim" Chamillard

Date: 18 April 2024

Subject: Reference for Dillon Hutchinson

I first met Dillon when he took my Introductory Programming for Game Developers (GDD 1200) course at UCCS in Spring 2022; I also had him as a student in my Object-Oriented Design, Analysis, and Implementation (GDD 2200) course in Fall 2022. He was one of my top students in both of those courses. He consistently showed strong motivation and creativity when completing each of the game development assignments in those courses and he was always engaged in the course lectures. I also noticed that he was always eager to help other students in those courses as they worked to complete the course assignments.

Because I observed Dillon's enthusiasm for – and effectiveness at – helping other students, I hired him as a Teaching Assistant (TA) for my GDD 1100 (Introduction to Game Development), GDD 1200, and GDD 2200 courses for the 2022-2023 and 2023-2024 academic years. My TAs grade all student submissions for the course assignments and, even more importantly, hold weekly office hours to help students who are struggling with the course material. Over his two years as my TA, Dillon always graded the assignments quickly and accurately and helped many students succeed in those courses. He also regularly met with students on Discord outside of his scheduled office hours, showing his willingness to exceed the job requirements to help the students in those courses. Dillon's professionalism, strong work ethic, and passion for helping other students demonstrate the level of commitment he shows to whatever job he's doing.

Based on Dillon's solid academic work in my GDD classes and his exceptional work as a TA for GDD 1100, GDD 1200 and GDD 2200, I strongly recommend that you hire him to join your company.

Sincerely,



Dr. A.T. Chamillard
Associate Professor of Computer Science
University of Colorado at Colorado Springs

Dear Hiring Committee,

I am writing to offer my strongest recommendation for Dillon Hutchinson for an IT position within your organization. I have had the pleasure of working with Dillon for three years in both academic and professional contexts and can attest to his outstanding technical capabilities, collaborative mindset, consistently professional demeanor, and an unfailingly positive attitude that fosters team morale and strengthens collaborative work environments—an asset that has greatly enhanced every project he's contributed to.

Dillon has demonstrated a robust background in programming, system development, and cross-team leadership across a variety of settings. As a student at the University of Colorado Colorado Springs, he consistently stood out as a top performer in game design and computer science courses, graduating Magna Cum Laude. Beyond the classroom, he served as a Teaching Assistant, supporting a broad range of technical courses including introductory programming, data structures (in C++ and Java), object-oriented design, and software development. His technical proficiency and ability to communicate complex concepts clearly made him a trusted resource for students and faculty alike.

In his role as Game Producer for "Byte Hack," Dillon led a multidisciplinary team through all stages of development and delivery for a commercially released product. His management of Agile workflows, technical documentation, and cross-functional coordination reflects a deep understanding of software development lifecycles and IT project execution. He also contributed directly to coding, debugging, system testing, and the successful launch of the game on Steam—demonstrating both leadership and hands-on technical skill. Even after the game released, Dillon continued to engage with marketing the game and interacting with the Steam community.

Last summer, Dillon served as Lead Game Designer and Software Developer at Rabid Troll Studios. During this time, he rebuilt legacy systems to meet modern technical standards, integrated advanced audio middleware to support modular, cross-platform compatibility, led the adoption of Daz3D to rebuild our character models, rebuilt several models himself, mentored others in Daz3D, and delivered internal demos of new features. These responsibilities required proficiency in C#, Unity, FMOD, and Daz3D, alongside a strong grasp of software architecture, system integration, and performance optimization—skills directly applicable to a broad range of IT development roles.

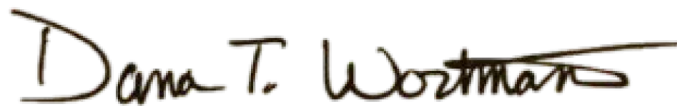
Dillon's technical acumen is complemented by his exceptional interpersonal skills and an insatiable curiosity that drives his professional growth. He is remarkably patient, always maintains a positive attitude, and receives feedback with professionalism and grace. His passion for learning is evident in his eagerness to ask thoughtful questions and expand his knowledge across both familiar and unfamiliar systems—traits that are essential for thriving in fast-evolving IT environments. Whether leading a team or contributing as a developer, Dillon consistently brings clarity, empathy, and technical insight to the table. His broad toolset,

including C#, C++, Java, Unity, Unreal Engine, Git, JIRA, and HacknPlan, equips him to quickly adapt and contribute meaningfully to a wide range of IT projects and infrastructure challenges.

In addition to his technical and leadership qualifications, Dillon has extensive experience managing events, improving customer engagement, and supporting community platforms—skills that speak directly to his effectiveness in IT service and support roles. He excels at understanding customer needs, empathizing with their concerns, and patiently stepping through solutions in a way that is both accessible and empowering. His ability to communicate technical information clearly and calmly—especially to non-technical users—has made him a reliable point of contact in high-pressure, client-facing situations—as demonstrated in his work as a teaching assistant. These experiences reflect not only his commitment to service excellence but also his ability to bridge the gap between users and technology, a crucial skill in any IT role.

I am confident that Dillon will be an invaluable asset to any IT team. His combination of deep technical skill, creativity, leadership, adaptability, and professionalism is rare and highly sought after. Please feel free to contact me for any additional information regarding Dillon's qualifications at dwortman@uccs.edu or 719-255-5158.

Sincerely,

A handwritten signature in dark ink, reading "Dana T. Wortman". The signature is fluid and cursive, with a long horizontal stroke at the end.

Dr. Dana Wortman
Assistant Professor of Game Design and Development
University of Colorado Colorado Springs