
DILLON HUTCHINSON

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SKILLS

- **Level Design & Encounter Design**
 - **Gameplay Prototyping & Rapid Iteration**
 - **Design Documentation & Technical Specifications**
 - **Agile / Scrum Development**
 - **User Interface Implementation (Unity UI / TextMeshPro)**
 - **Version Control: Git**
 - **Microsoft Office Suite: Word, Excel, PowerPoint**
 - **Gameplay Systems Design & Implementation**
 - **Playtesting, Balancing & Iteration**
 - **Cross-Functional Collaboration & Communication**
 - **Commercial 2D/3D Game Editors: Unity, Unreal Engine, GameMaker**
 - **Programming: C#, C++, Python, Java**
 - **Development Tools: JIRA, Confluence, HacknPlan**
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WORK HISTORY

Amethyst Pixel Studio LLC | Spire of Trials, 01/2025 - Current

Indie Game Director

- Led development from concept to release, coordinating design, programming, art, and audio.
- Designed and implemented core combat, gameplay systems, and prototypes in Unity.
- Ran regular playtests, gathered player feedback, and refined gameplay, balance, and encounters through iteration.

University of Colorado Colorado Springs, 08/2022 - Current

Teacher Assistant | Game Design and Development

- Collaborated with faculty to develop and teach game design and programming curriculum using Unity and Unreal Engine.
- Mentored students through weekly office hours, providing guidance on game design, programming, and project development.
- Playtested student projects and provided feedback to improve gameplay, balance, and overall quality.

Rabid Troll Studio | Dwindle, 06/2024 - 01/2026

Lead Game Designer

- Joined an 8-year legacy project, creating and maintaining design documentation for gameplay systems and features.
- Integrated FMOD into the existing Unity project, adapting legacy systems to support new audio features.
- Worked closely with the Producer and Executive Producer to refine gameplay features and support the project's creative vision.

Rabid Troll Studios | Byte Hack, 01/2023 - 05/2024

Game Producer

- Led Agile/Scrum workflows, managing sprints, task assignments, backlog priorities, and team progress.
 - Managed Git workflows, code reviews, and merge conflicts across a 12-person development team.
 - Guided UI, player-facing features, and gameplay systems from concept through implementation.
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EDUCATION

Bachelors of Innovation : University of Colorado Colorado Springs, 05/2025

Game Design And Development | Business Administration - Colorado Springs, CO

GPA: 3.9 | Magna Cum Laude

MBA: University of Colorado At Colorado Springs, Expected in 12/2027

Project Management - Colorado Springs, CO

GPA: 4.0