
DILLON HUTCHINSON

Monument, CO 80132 ♦ (719) 651-0403 ♦ dillonhutch22@gmail.com

SKILLS

- **Software Design & Implementation**
- **Software Testing, Debugging & Integration**
- **Agile / Scrum Software Development**
- **Programming:** C++, C#, Python, Java
- **Development Tools:** JIRA, Confluence, GitKraken
- **Full Software Development Lifecycle**
- **Object-Oriented Programming & Data Structures**
- **Software Requirements & Technical Specifications**
- **Cross-Functional & Multidisciplinary Team Collaboration**
- **Version Control / Configuration Management:** Git
- **Development Environments:** Unity, Unreal Engine
- **Microsoft Office Suite:** Word, Excel, PowerPoint

WORK HISTORY

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

Indie Game Director

- Designed and developed modular software systems in C# and Unity across the full development lifecycle.
- Implemented combat, enemy AI, UI, and event-driven systems from software requirements and technical specifications.
- Troubleshoot software issues through weekly playtests and stress tests, identifying defects and validating system performance.

University of Colorado Colorado Springs, 08/2022 - Current

Teacher Assistant | Computer Science

- Taught C++, C#, Java, Python, object-oriented programming, data structures, algorithms, and programming fundamentals.
- Mentored students during weekly office hours on programming, debugging, problem-solving, and team-based software projects.
- Worked closely with faculty to develop course material, evaluate student work, and provide technical feedback.

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

Lead Game Designer / Programmer

- Analyzed, maintained, and refactored an 8-year-old legacy C# codebase to improve existing software systems.
- Integrated and configured FMOD middleware, troubleshooting compatibility and implementation issues within the existing codebase.
- Developed and debugged UI, input, dialogue, and event-driven systems while maintaining compatibility with existing software.

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

Game Producer / Programmer

- Managed the team's Git repository, branch workflows, code merges, and merge conflict resolution across a 12-person multidisciplinary team.
- Managed the Kanban board under Agile development, creating user stories, defining tasks, and maintaining sprint and backlog priorities.
- Conducted software and feature reviews, identifying issues and coordinating fixes with other programmers and team members.

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