Galen Hutchison

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Interactive Multimedia Designer and Developer, synthesizing over 5 years of film production experience with software and game development.

FEATURED EXPERIENCE

UNM — *Research Assistant / Game Programmer*

February 2021 - Present

Working in Android Studio with Java to help develop the research game 'Dock Anywhere'. Helped refactor legacy code to be optimized for mobile, and redesign the UI/UX design.

EMR BEAR, Santa Fe— *Junior Web Developer*

January 2018 - September 2019

Full stack Ruby on Rails developer, working on updating legacy code and fixing bugs sent in from customer support. Work with a small team of coders using git based version control on a large web based software. Achievements include implementing a Twillio based SMS service and updating the front end to bootstrap from bare html.

Meow Wolf, Santa Fe— *Featured Artist, Practical Media Coordinator*

September 2015 - December 2016

Managed a small team of college interns to produce many hours of original video content for a large interactive art experience. This involved working with scripts from the writing team and coordinating with the tech team to implement video into different areas of the exhibit as well as managing budgets and scheduling for multiple small video projects.

PROJECTS

Meow Wolf: Origin Story— *1st Phase Director*

Directed a crew of 12 people to capture over 50 hours of interviews and B-Roll footage for the feature length documentary about Meow Wolf. Conducted research and interviews. Budgeted and scheduled for principal photography.

Pinkman— *Developer, Composer*

Primary developer and composer for a short adventure game built in unity using ink integration as the story engine. Available at http://anguish.club/games

SKILLS

Unity Engine

Unreal Engine

Ink and Twine integration with Unity

Full stack web development in linux and unix environments

Unity Development

Film and video production and editing

LANGUAGES

Ruby, C#, Java, Python, C/C++, JavaScript, HTML, HAML, PostgreSQL

PROFILE

A multi talented developer and designer with the ability to quickly learn new languages and platforms. Dedicated and hardworking team member. Passionate creator focused on delivering high quality work under budget and ahead of schedule. Portfolio available at anguish.club