

Steve Hutchison

GRAPHIC DESIGN - MULTIMEDIA - VIDEO GAMES – FILM - WEB – PRINT

Ottawa – Gatineau – Outaouais
819-968-7785

Fluent in English and French

steve@shade.ca

<http://steve.shade.ca>

<http://imdb.com/name/nm4006881>

***Expert **Advanced *Intermediate

Software

Adobe Photoshop	***	Microsoft Word	***	TortoiseSVN	**
Adobe Illustrator	***	Microsoft Excel	***	Konica Minolta Fiery	**
Adobe Flash	***	CeltX	***	QuarkXPress	**
Adobe ActionScript 1&2	***	Unity/Unity3D (Animation)	**	HTML/CSS	**
Adobe Premiere / Encoder	***	Adobe InDesign	**	Apophysis	**
Adobe Dreamweaver	***	Joomla	**	Autodesk Maya	*
EyeOn Fusion	***	Drupal	**	Autodesk Scaleform	*
Sony Soundforge	***	Wordpress	**	Steinberg Cubase	*
CodeAndWebTexturePacker	***	Ableton Live	**	Samsung MagicInfo	*
Adobe Director	***	Adobe Audition	**	JavaScript/PHP	*
Twitter/Facebook/Pinterest	***	Newsletters	**		

Skills

Arts:

Sketching & illustration	***	Video compositing	***	Pixel art	**
Coloring & painting	***	Multimedia	***	Fractal art	**
Matte painting	***	Video game art& animation	***	3D art	**
Vector art	***	Video game art integration	***	Sound editing	**
2D animation	***	Gamification	***	Music mix and mashup	**
Video editing	***	Storyboard	**	Photography	**

Brand:

Print design	***	Typography	***	Page layout	***
Web design	***	Interface/usability(UX/UI)	***	Plate and laser printing	**
Logo design	***	Branding	***	Networked digital signage	**

Development:

Flash game development	***	Web development	**	Console game development	*
Automation toolcreation	***	Artificial intelligence	**	Software development	*

Communications:

Creative & technical writing	***	Project management	**	Teaching	**
Translation& localization	***	Team management	**	Public relations	**
Film criticism& journalism	***	Crisis management	**	Web content creation	**
Art direction	***	Social media &SEO	**	Screenwriting	*

Hardware

Windows	***	Mac OS	**	Mobile	**
Printers/scanners	***	Digital cameras	**	Kimosetter printers	**
Wacom graphic tablets	***	Sony HVR Camcorder	**	Konica Minolta printers	**
Backup structures	**	Printing paper types	**		

Studies

2005–2007 DEC, 3D animation, La Cité collégiale, Ottawa, ON

1997–1999 DEP, graphic design, Compétences Outaouais, Gatineau, QC

1999 Certificate in multimedia (90h), Compétences Outaouais, Gatineau, QC

Work Experience

December 2015 to September 2016

Tourisme Outaouais

Webmaster

Maintained and developed a website using Wordpress, created newsletters using Adnetis

March 2013 to September 2013

Barbuzz and Bonzai Communication

Graphic designer, consultant, marketing

Poster and brochure design, visual redesign of Barbuzz.net , a local entertainment website, web banners, various web site designs, web illustration and animations

October 2013/2014

Film critic, artistic consultant

Horror, science-fiction, thriller& documentary film reviews published on Barbuzz.net, web design, logo design

Halloween 2014: wrote an exclusive article about the attempted copyright theft of notorious horror movie characters

Recommendation documents written on social media, S.E.O. and custom marketing/branding strategies

Since March 1999

Shade.ca Art & Code, Gatineau <http://corp.shade.ca>

Co-owner, art director, graphic designer, video games/multimedia/web developer and artist

Art and code for franchisors in the child-related industry (**THE BEAR MILL, TEDDY MOUNTAIN, TEDDY ZOO, MONKEY DOOZ, TEDDY VILLE** and **PICKLE BOB's**) and clients such as artists, film distributors, celebrities and local businesses

Flash games, web sites, promotional material, print design, illustration, 2D animation, 3D animation

Since October 2012 (version 1 released in 2000)

Tales of Terror <http://www.terror.ca>

Owner, founder, web designer, webmaster, web developer, administrator, interviewer, photographer, critic

Solo Drupal 7 developer, designer of a complex engine, **TALES OF TERROR**, that compares movies against each other based on critic reviews and ratings; creating top lists, best to worst lists, with advanced filtering and sorting methods controllable by the user: 7 genres, 6 moods, more than 30 key subgenre, 70 antagonists types and 80 threat types to browse by, or for generating charts and statistics

Automated award system & movie lists based on over 10 stats per movie review assigned by each critic

Solo developer and designer on the advanced pre-production beta test version on Joomla 2.5 and 3

Collaboration with Hollywood film specialists; directors and writers, in building an effective interview module

Ensure that screeners are reviewed in time while respecting the embargo

Review, classification and rating of over 500 horror movies from over 110 franchises

Webmaster and social media content specialist (Facebook, Twitter, Pinterest, Twuffer, Klout)

Wrote an exclusive article (<http://terror.ca/news/faceoff>) as historian and critic on shocking documentary

FRANKENFAKE by SYFY/SPACE CHANNEL's reality show **FACE OFF** contestant, filmmaker, make-up artist and creature designer **JOE CASTRO** and his business partner **STEVEN J. ESCOBAR** (editor on **BIG BROTHER**, **THE AMAZING RACE**). I reported and investigated different cases of horror movie franchise and character copyright theft, falsified contracts and other illegal acts or crimes. Contributed to crisis management as advisor, communications specialist, S.E.O., social media coach, graphic designer and viral promoter (Halloween 2014 Special).

December 2007 to April 2008

La Cité collégiale, 3D Animation, Ottawa

Teacher in image processing, texturing and matte painting

Taught Photoshop, Maya, texture, matte painting and initiated to graphic design techniques; for a semester (45h)

August 2013 to April 2015

Mattel, Sylien Games, Magmic Games & Twist Media

Outsourcing video game 2D artist and integrator

Interface design, user experience, HUD alterations and art integration of **MATTEL's SKIPBO** and **MATTEL's PHASE10** for **MAGMIC**, Sylien and Stratdgi Games; conversion from Facebook apps to Windows 8 compatible ones (fluid layouts)

Project manager, video game art integration manager, 2D artist, compositing artist, rigger, technical artist, 2D animator & 3D animator of 3 slot machine themes(**MAGMIC's CASINO KING**) from Flash &Photoshop restored assets to Unity3D (v.4.3/4.6); animated over 30 characters, symbols, objects or landscapes in Unity3D and coordinated a team of two artists, two developers & one manager.

Solo illustration, graphic design, interface, character design and 2D object/character animation for EasyHome's Slapshot Goalie, Drive for Life's Soapbox Sprint and Chaotic Streets; for web and Facebook.

Solo vector visual revamp and art integration of **MAGMIC's SPADES KING** (poker) for iPhone 5, iPhone 4, iPhone 4S, iPad& iPod Touch, iPad Retina and iPad Mini, in 4 resolutions/dimensions

Art integration lead, UX & UI on **MAGMIC's SLOTS KING** (slot machines) for Z10 and Q10 (Blackberry)

Background art by vector drawing & tracing, matte painting and speed texturing of 42 illustrations (1.5h per image) for Twist Media in the context of an educational program documenting Canadian provinces and landmarks (gamification).

January 2009 to June 2010

DTI Software, video game art department, Montreal

2D artist, lead integrator, multimedia artist/developer, video editor, 3D assistant artist

Lead, solo or main visual artist of seven 2D console games: Archos, IFE and IPE (The Hanged Man, The Fortune Trivia, The Magus' Grid, The Tricky Scramble, Caveman Chase, In-flight **KAKURO**, **TANGRAM** Dynasty), assistant on 3D games (In-flight Golf 3D, Caveman: Age of Fire, Caveman iPhone). Usability / localization / porting / standardizing / visual integration on **STREET FIGHTER 2: HYPERFIGHTING (CAPCOM)**, **BEJEWELED**, **BEJEWELED 2**, **LUXOR**, **ZUMA**, **PEGGLE&BOOKWORM (POPCAP/MUMBO JUMBO/ELECTRONIC ARTS)**, **TETRIS (THE TETRIS COMPANY)**, **PACMAN (BANDAI/NAMCO)**, **DISNEY'S CLASSICS (DISNEY)**, on some house games (Caveman, Niflheim, AI's Casino, **SUDOKU**, G-Raid, ...) and on games for **VIRGIN GALACTIC** sub-orbital flights.

Management of the video game graphic integration for 8 months, creation of marketing, Flash, multimedia, video and/or compositing material for internal projects, automation tool development allowing game integration/localization processes to be sped up by 1200% for frequent operations

Since January 2008

LavaBlast Software, Gatineau <http://www.lavablast.com>

Art director

Supervision of interface usability and aesthetic, of franchise branding conformity, multimedia, illustration, animation, code (AS2), application skinning, Flash games (kid games, advergames)

April 2011 to May 2013

Cégep de l'Outaouais, Gatineau

Member of the communications unit of the emergency committee, information technician, head designer

Member of the crisis cell's communications unit in the murder of **VALÉRIE LEBLANC**

Member of the crisis cell's communications unit in the student strike crisis(syndicate initiated boycotts and riots against education tuition raise in Québec / "The **RED SQUARES**" Quebec movement / CSN)

Ongoing collaboration with the media & the Gatineau police (SPVG) / parallel investigation in a series of violent crimes

Logo, branding and uniform designer for the 2011 image of the Griffons, the college's sports teams

Graphic designer, artist, developer, film maker, photographer, webmaster cameraman and social media specialist

Web developer, administrator (CMS management), anti-hacking solutions, code (PHP, AS2, JavaScript, Joomla, Drupal,...)

January 2003 to July 2004

University of Ottawa, Faculty of Medicine, MedTech, Ottawa

Flash, web and print designer

Solo revamp of the faculty's website, logos, print, Flash, interface usability, frequent collaboration with software engineers in building software, web tools and web sites

Freelance & Consulting

December 2010 to February 2011

Playbrains, bitHeads and HeadGames, Ottawa

Developer for PLAYSTATION 3, XBOX 360 and XBOX LIVE video games in Scaleform and ActionScript

Hud and interface development and design on platform games **SIDEWAY** and **CADBURY's WORLD GONE SOUR**

February 2001 to July 2003

K6 Media, Ottawa

Artist, developer, graphic designer

Web, Flash, branding, vinyl printing, print design, logos, illustration, animation

Since May 1999

Freelancer

Illustration, video games, multimedia, logos, web sites, printed documents, social media skins, S.E.O.

Contracts, namely for Statistics Canada, the National Research Council Canada, Canada Post, celebrities, politicians, scientists, franchisors, agencies, schools and real estate agents

Projects

Since 1999

Solo designer, director or lead of 13 Flash games or game prototypes

I have the necessary combined skills required to create games solo (development, visuals, sound, script, concept, interface) or in team. Some of my games have been played over four million times.

2012 **Book author**

I self-published 19 books under the Tales of Terror brand sold on Amazon and elsewhere.

2006 **Workshop host teaching the basics of Illustrator and web design at la Cité collégiale (4h)**

2001 **Artist on the web trailer and website for LIONS GATE's CUBE 2: HYPERCUBE**

Pseudo 3D engine built in Flash 5 using character cards & 3D files (used in the movie) provided by Lionsgate

1999 to 2001

Sole designer of two games for comedian TOM GREEN's website (The Tom Green Show, MTV)

I designed Beat Tom Green and Hacky the Raccoon: viral fighting games made before memes were common.

2000 **Inventor and designer of a promotional Flash game inspired by a radio concept**

I invented and built a promotional Flash game for actor **ANDRAS JONES (A Nightmare on Elm Street 4)**.

2002 **Graphic designer for pop singers BELLY and MASSARI (Logos, CD, wrapping, Flash and website)**

2009 **Screenplay artist and illustrator for horror short film DEATH RALLY, FANTASIA FESTIVAL 2010**

2001 to 2005

Bilingual horror movie critic, more than 4 million readers, more than 700 articles

Other Experience (consultant/temp/intern)

October 2014

Escobar Indie Pictures, LA

Viral web content, marketing, journalism, criticism & recommendations

June 2013 to July 2013

Crowdsourcing, worldwide

More than 50 logos designed, social media themes & skins, print design

May 2013 to June 2013

Barbuzz, Gatineau

Branding, graphic design, marketing, journalism, recommendation

November 2009 to December 2009

Distantia, Gatineau

Flash art/code, web design for local businesses

May 2009 to July 2009

Ola Interactive, Ottawa

Flash art/code, web design and advergaming

April 1999 to January 2000

VisitNet, Hull

Intern then hired as web and print designer, QTVR

Time capsules:

uOttawa, Roger-Guindon, [OCT 21, 2004 – 2054]

Cégep de l'Outaouais, archives, [APR 21, 2012 – 2047+]