

# Steve Hutchison

Ottawa • Outaouais • Gatineau • Hull

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Fluent in English and French

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GRAPHIC DESIGN • BOOKS • MULTIMEDIA • VIDEO GAMES • FILM • WEB • PRINT • ARTIFICIAL INTELLIGENCE

## Software ■■■

### Expert

- Adobe Photoshop
- Adobe Illustrator
- Adobe Flash/Animate
- Adobe ActionScript 1&2
- Adobe Premiere/Encoder
- Adobe Dreamweaver
- Adobe InDesign
- Google Docs/Sheets
- Microsoft Word/Excel
- Amazon KPD
- IngramSpark
- Draft2Digital
- Midjourney
- ChatGPT
- Adobe Director
- Amazon Advertising
- CodeAndWebTexturePacker
- CeltX
- WordPress

### Advanced

- Unity/Unity3D
- Adobe Audition
- Ableton Live
- Google Analytics
- HTML/CSS
- Amazon Seller
- Sony Soundforge

### Intermediate

- Autodesk Maya/Scaleform
- EyeOn Fusion
- Joomla/Drupal
- Apophysis
- QuarkXPress
- Tortoise SVN/Carbonite
- Mailchimp

### Familiar

- JavaScript/PHP
- GitHub
- Visual Studio Code
- Google Apps Script
- EyeOn Fusion

## Skills ■■■

### Arts

- Sketching & illustration
- Coloring & painting
- Matte painting
- Vector art
- 2D animation
- Video/audio editing
- Video compositing
- Multimedia
- Video game art & animation
- Video game art integration
- Gamification
- Publishing/Self-publishing
- Storyboarding
- Pixel art
- Fractal art
- 3D art
- Music track mixing
- Photography

### Brand

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

### Development

- Video game development
- Automation tool creation
- Web development
- Artificial intelligence

### Communications

- Non-fiction writing
- Translation & localization
- Film criticism
- Art direction
- Social media management
- Community management
- Web content creation
- Book distribution
- Fiction writing
- Teaching
- Team/project management
- Screenwriting

## Social Media ■■■

- Twitter
- Instagram
- Facebook
- Pinterest
- LinkedIn
- TikTok
- YouTube

## Other ■■■

- Windows
- Cameras
- Graphic tablets
- Mac OS
- Printers
- Backup
- Scanners

★ NEW SPECIALTIES ★



## Main Experience ■ ■ ■

Illustrated, animated, and integrated classic video games including:



Since October 2012

Tales of Terror • @terrorca • www.terror.ca

• Owner • Founder • Web Designer • Community Manager • Web Developer • Author • Interviewer • Film Critic

- Solo Drupal 7 developer and designer for Tales of Terror, a movie comparison engine based on critic reviews and ratings, featuring advanced filtering and sorting for top and ranked lists.
- Author and layout artist of over 500 ebooks and books (including large print) using InDesign and Photoshop for Amazon KDP self-publishing, resulting in over 50 Amazon best-sellers across eight countries.
- Sole developer and designer of the advanced pre-production beta test version for Joomla 2.5 and 3.
- Public relations specialist collaborating with distributors, promoters, producers, actors, directors, and screenwriters.
- Reviewer of over 3,400 horror movies from over 400 franchises, providing ratings and classifications for each.
- Webmaster and social media content specialist with expertise in managing and optimizing content across platforms, including Facebook, Twitter, Pinterest, Instagram, LinkedIn, and YouTube.
- Wrote an article on the documentary Frankenfake, featuring filmmaker and creature designer Joe Castro (a contestant on Syfy Channel's Face Off) and Steven J. Escobar (Big Brother, The Amazing Race), reaching 25,000 readers.
- Wrote 80+ stories, rendered 3,500+ Midjourney images, and created 70+ storyboards ranging from 15 to 60 pages.

October 2016 to February 2024

DC Canada Education Publishing • dc-canada.ca

• Graphic Designer • Web Designer • Book Artist • Webmaster • Illustrator • Community Manager • Marketer

- Page layout and illustration of several children's books and board games using InDesign, Photoshop, and Illustrator.
- Converted over 40 books for Amazon KDP self-publishing in print and reflowable ePub/Kindle format.
- Conducted social media marketing on Facebook, Twitter, and Instagram.
- Created and managed multiple ads on Amazon Advertising and Facebook.
- Produced and edited promotional videos.
- Designed brochures, boxes for books and board games, and various printed documents.
- Managed the website dc-canada.ca, a WordPress e-commerce site.

August 2013 to April 2015

Magmic (Mattel/Sylien) • magmic.com

• Illustrator • Animator • Graphic Designer • Integrator

- Designed user interfaces, enhanced user experience, upscaled, repainted, and integrated art for **MATTEL'S SKIP-BO** and **PHASE 10** for Magmic, Sylien, and Strategi Games, converting Facebook apps to Windows 8 with fluid layouts.
- Managed projects and integrated video game art as a 2D artist, compositor, rigger, technical artist, and animator for three Casino King slot machine themes. Converted Flash and Photoshop assets to Unity3D while coordinating a team of five.
- Created illustrations, graphic designs, interface elements, character designs, and 2D animations for EasyHome's Slapshot Goalie, Drive for Life's Soapbox Sprint, and Chaotic Streets for the web and Facebook.
- Revamped visuals and integrated art for Magmic's Spades King on iPhone, iPad, and iPod Touch in four resolutions.
- Led art integration and managed UX/UI for Magmic's Slots King on Blackberry Z10 and Q10.
- Developed background art through vector drawing, matte painting, and speed texturing for 42 illustrations for Twist Media, part of an educational program documenting Canadian provinces and landmarks, utilizing gamification.

January 2009 to June 2010

DTI Software • aeromontreal.ca

• **Illustrator** • **Animator** • **Graphic Designer** • **Integrator** • **Video Editor** • **2D/3D Artist**

- Lead Visual Artist for seven 2D console games: Archos, IFE, and IPE (including The Hanged Man, The Fortune Trivia, The Magus' Grid, The Tricky Scramble, Caveman Chase, In-flight Kakuro, Tangram Dynasty), and assistant on three 3D games: In-flight Golf 3D, Caveman: Age of Fire, and Caveman iPhone.
- Usability, localization, porting, standardizing, and visual integrator on **STREET FIGHTER 2: HYPER FIGHTING** (CAPCOM), **BEJEWELED**, **BEJEWELED 2**, **LUXOR**, **ZUMA**, **PEGGLE**, and **BOOKWORM** (POPCAP/MUMBO JUMBO/ELECTRONIC ARTS), **TETRIS** (THE TETRIS COMPANY), **PACMAN** (BANDAI/NAMCO), **DISNEY'S CLASSICS** (DISNEY), on some in-house games (Caveman, Niflheim, Al's Casino, Sudoku, G-Raid) and games for Virgin Galactic sub-orbital flights.
- Managed video game graphic integration for 8 months, created marketing materials (Flash, multimedia, video, and compositing) for internal projects, and developed automation tools that accelerated game integration and localization processes by 1,200% for frequent operations.

March 1999 to March 2011

Shade Arts / LavaBlast • franchiseblast.com

• **Co-founder** • **Art Director** • **Graphic Designer** • **Video Game Designer** • **Video Game Artist** • **Multimedia Artist**

- Provided art and coding services for franchisors in the child-related industry, including **THE BEAR MILL**, **TEDDY MOUNTAIN**, Teddy Zoo, Monkey Dooz, Teddy Ville, and Pickle Bob's. Collaborated with artists, film distributors, and celebrities.
- Developed video games and created websites, promotional materials, print designs, illustrations, and 2D/3D animations.

April 2011 to May 2013

Cégep de l'Outaouais • cegepoutaouais.qc.ca

• **Graphic Designer** • **Illustrator** • **Web Designer** • **Photographer** • **Crisis Management Specialist**

- Designed the logo, branding, and uniforms for the Griffons, the college's sports teams, in 2011.
- Served as a graphic designer, artist, developer, photographer, webmaster, cameraman, and social media specialist.
- Designed and developed websites using CMS with anti-hacking solutions in PHP, AS2, JavaScript, Joomla, and Drupal.
- Collaborated with Gatineau police and participated in the crisis communication unit during the Valérie Leblanc murder case and the Québec student strike, addressing union-led boycotts and riots.

**Other Experience** ■ ■ ■

December 2015 to September 2016

• Outaouais Tourism

**Webmaster and graphic designer**

Altered, cropped, and uploaded over 500 member pictures using Photoshop, WordPress, and Cloudinary. Designed static PHP/HTML pages and redesigned and launched Outaouais Tourism's website in collaboration with two design firms.

March 2013 to September 2013, October 2014

• Barbuzz and Bonzai Communication

**Graphic designer, film critic, marketing specialist, artistic consultant**

Reviewed films on Barbuzz.net, designed websites and logos, provided branding, social media, and SEO recommendations, executed a visual revamp of a local entertainment website, and created illustrations, print designs, and animations.

January 2003 to July 2004

• University of Ottawa, Faculty of Medicine

**Flash, web, and print designer**

Revamped the faculty's website, logos, print materials, and interface, collaborating with software engineers on usability.

December 2007 to April 2008

• La Cité collégiale, 3D Animation

**Teacher in image processing, texturing, and matte painting**

Taught Photoshop, Maya, texturing, and matte painting, and introduced graphic design techniques for a semester (45 hours).

**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

## Consulting ■■■

Dec 2010 to Feb 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 for the platform games **SIDEWAY** and **CADBURY's WORLD GONE SOUR**

Feb 2001 to Jul 2003 K6 Media, Ottawa

**Artist, developer, graphic designer**

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

Since May 1999 Remote work, Gatineau

**Freelancer**

Illustration, video games, multimedia, logos, websites, printed documents, social media skins, and SEO

Contracts for Statistics Canada, the National Research Council, Canada Post, filmmakers, politicians, franchisors, and realtors

**Escobar Indie Pictures, LA****Crowdsourcing****Barbuzz, Gatineau****Distantia, Gatineau****Ola Interactive, Ottawa****VisitNet, Hull**

Viral web content, marketing, journalism, criticism, and recommendations

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

Branding, graphic design, marketing, journalism, and recommendations

Flash art/code, and web design for local businesses

Flash art/code, web design, and advergaming

Intern, then hired as a web and print designer at QTVR

Oct 2014

Jun 2013 - Jul 2013

May 2013 - Jun 2013

Nov 2009 - Dec 2009

May 2009 - Jul 2009

Apr 1999 - Jan 2000

## Projects ■■■

Since 2012 Reviewed over 3400 movies in English.

Since 2012 Wrote, illustrated, and self-published 500+ printed ebooks, books (hard/softcover), large print.

Since 1999 Worked on 13 video games (dev, visuals, sound, concept, interface); some played over 4M times.

2006 Hosted workshops and taught the basics of Illustrator and web design at La Cité collégiale (4h).

2001 Designed the web trailer and website for **LIONS GATE's CUBE 2: HYPERCUBE**.1999 - 2001 Designed 2 viral games for comedian **TOM GREEN's** website (The Tom Green Show, MTV).2000 Designed a Flash game for a musician and actor **ANDRAS JONES** (A Nightmare on Elm Street 4).2002 Designed the logo, CD, wrapping, Flash, and website for pop singers **BELLY** and **MASSARI**.2009 Poster, storyboard, and production design on short film **DEATH RALLY, FANTASIA FESTIVAL 2010**.

2001 - 2004 Reviewed over 400 movies in French and English, with more than 4M readers.

## Licenses &amp; Certifications ■■■

Oct 2019 University of Sydney

Sep 2019 University of Pennsylvania

Sep 2019 University of Tokyo

**Ethical Social Media****English for Journalism****Welcome to Game Theory**

Explores online identity, social media communities, and their users.

Increases the ability to read, research, and develop news stories.

Explains concepts such as equilibrium, rationality, and cooperation.

## Interviews ■■■

As a film critic, I conducted written interviews with over 100 personalities, including the following:

★ Patrick Lussier

Screenwriter &amp; director

Terminator Genisys, The Purge, My Bloody Valentine

★ Rachel Talalay

Screenwriter &amp; director

Supergirl, Doctor Who, Supernatural, Freddy's Dead, Tank Girl

★ Vincenzo Natali

Screenwriter &amp; director

Cube, The Stand, Splice, In the Tall Grass, Hannibal

★ Jeffrey Reddick

Screenwriter &amp; director

Final Destination, The Final Wish

★ Emmanuelle Vaugier

Actor

Saw 2, Supergirl, Smallville, Dolan's Cadillac

Worked on products by these brands:



Noteworthy books:

The Horror Movie Bible (2024)

The Dollar Baby (2023)

Creepypasta Nights &amp; Creepypasta Dreams (2023)

Time capsules:

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

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