

# Steve Hutchison

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

Ottawa – Gatineau – Outaouais  
819-968-7785

Fluent in English and French

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

\*\*\*Expert \*\*Advanced \*Intermediate

## Software

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

## 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 tool creation	***	Artificial intelligence	**	Software development	*

### Communications:

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

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Since October 2012 (version 1 released in 2000)

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

**Owner, founder, web designer, webmaster, web developer, administrator, author, interviewer, film 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

Author and layout artist of more than 130 books/eBooks with InDesign/Photoshop through Amazon KDP self-publishing

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

Collaboration with distributors, promoters, producers, actors, directors, and screenwriters

Review, classification, and rating of over 2000 horror movies from over 150 franchises

Webmaster and social media content specialist (Facebook, Twitter, Pinterest, Instagram, LinkedIn)

Wrote an exclusive article ( <http://terror.ca/news/faceoff> , 25000 readers) 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**). Contributed to crisis management as advisor, communications specialist, S.E.O., social media coach, and viral promoter.

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 in-house games (Caveman, Niflheim, Al'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

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, compositor, rigger, technical artist, 2D & 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, objects or landscapes in Unity3D and coordinated 2 artists, 2 developers, and 1 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 & 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)

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

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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** (collaboration with Gatineau police)

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)

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)

Since October 2016

DC Canada Education Publishing

**Webmaster, social media specialist, illustrator, and graphic designer**

Book and board game layout, illustration, and eBook conversion

Social media management, illustration, and copywriting (Facebook, Twitter, Instagram, Pinterest, LinkedIn)

Translation, sound editing, webmastering (Wordpress), blogging

December 2015 to September 2016

Outaouais Tourism

**Webmaster and graphic designer**

Alteration, cropping, and upload of over 500 member pictures using Photoshop, Wordpress, and Cloudinary

Design of over 15 static PHP/HTML pages

Management, design, and launch of Outaouais Tourism's revamped website in collaboration with two agencies.

March 2013 to September 2013

Barbuzz and Bonzai Communication

**Graphic designer, consultant, marketing**

Visual revamp of a local entertainment website, web site design, illustration, print design, and animation

October 2013/2014

Barbuzz and Bonzai Communication

**Film critic, artistic consultant**

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

Recommendation documents for social media, S.E.O., and custom marketing/branding best practices

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 (children's games, advergimes)

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

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)

## 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 work on video games (development, visuals, sound, script, concept, interface). Some of my games have been played over four million times.

Since 2012

### Author

I wrote, translated and published a book called [Your Power: Tangible Occult](#). I also published over 130 horror-themed film review books and eBooks monetized by my blog and social media.

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 designed and built a Flash game for actor **ANDRAS JONES** (*A Nightmare on Elm Street 4/Far from Home*).

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 &amp; recommendations

June 2013 to July 2013

Crowdsourcing, worldwide

More than 50 logos designed, social media themes &amp; 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+]