# RICHMOND HULSE

## Contact
Professional: P.O. Box 190
15 High Manor Drive
**(607)-435-7540**
**Hulse530@gmail.com**
**Portfolio: Link**

## SKILLS

Experienced in the following engines (Unity, Unreal Engine 5.0–5.3, Source Filmmaker, Godot, Construct 3)

Intimate Knowledge and experience in Coding (*Python, Java [JC], C++, C#, UE–BP*)

Knowledge of Object Oriented Programming, as well as Iterative & Agile Development Processes

Experience with Visual Studio SCE

Advanced knowledge of modeling and scripting within Blender 3.0–4.0

Detailed knowledge of Google & Office #65 Workspaces (Excel, Sheetz, etc)

Versed in Adobe Premiere Pro, Indesign, Illustrator, Photoshop, and Audition

Experience with Interactive Marketing Channels. (*Reddit, Discord, Instagram, Facebook, Twitter, GitHub, Tik-Tok, Steam, Epic Games Store*)

## EDUCATION
*(Masters)*
**Rochester Institute of Technology,** Rochester, NY
August 2023 – May 2025 *(Tentative)*
***Masters in Game Design & Development  (GDD)***
Current 2024 GPA: *3.92*

*(Bachelors)*
**SUNY Polytechnic Institute,** Utica, NY
August 2019 - May 2023
**BS in *Interactive Media & Game Design (IMGD)***
**BS in Business *Marketing (BM)***
Overall GPA: 3.90

## PROJECTS
**S.T.A.R.**—*Game Producer & Biz-Dev Lead*
September 19th 2022 - December 8th, 2022
**Information**: Organized and managed the 27 member development team for S.T.A.R with the role of Producer. Organized meetings, controlled AGL workflow, & managed process and development deliverables.

**Going Up** — 3D Artist & Animator
December 17th, 2022 - December 24th, 2022
Created, implemented, and animated all 3D assets. Created event triggers and designed gameplay flow and feel.

**Dynamic Duo** — Lead Research & Level Design Dev
September 22nd, 2023 - December 15th 2023.
**Information**: Formatted research profiles & processes to guide and inform agile+iterative game development.

**Pastel - (BB&R)** —  Lead Marketing & Design Dev
December 14th, 2024 - May 6th, 2024 (TENT)
Gathered and visualized player data statistics within play-testing. Formatted consumer behavior profiles based on this data to develop pitches for M.A.G.I.C spell studios.

## AWARDS

Leatherstocking Council class of 2019 Eagle Scouts Representative

2022 NY Business Plan Competition (*Safety, Power & Mobility*) First Place Award

SUNY Polytechnic Class of 2023 Community Engagement Award in Interactive Media & Project Management

Van Horne Scholarship Recipient

Clark Scholarship Recipient

## EXPERIENCE
**LeValley Group LLC,** Lead AV/IT Integration Tech
June 2020 - August 2022

Responsible for setting up support pipelines and breakdown processes of AV tech for corporate and private events. Collaborated with event coordinators & staff to prevent and react to software and hardware issues.