

Hunter E. Simone

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Portfolio: huntersimone.info

Education

Worcester Polytechnic Institute (WPI)
Master of Science in Interactive Media and Game Development
In Progress (Graduates in May 2026)

The University of Tampa (UT)
Bachelor of Science in Entrepreneurship, Minor in Animation
Graduated cum laude (GPA 3.61/4.0)

Experience

The Talons of Icarus (May 2023 – November 2024)

- Solo developed a game demo
- Released demo on itch.io
- Accrued over 57k views and 1k subscribers on YouTube devlogs

Thrifty: Business Pitch Competition Winner (August 2022 – May 2023)

- COO
- Managed Thrifty, the team that won the University of Tampa capstone pitch competition in May 2023.
 - Lead the creation of comprehensive business plan including the strategic and financial analysis sections.
 - Presented idea in partnership with team to panel of judges.
 - Team earned 1st place and a \$1,000 investment

Memoirscape: 2024 IndieCade Nominated Escape Room (August 2024 – December 2024)

- Production Assistant / Performer
- Organized and performed escape room for over 50 total hours of playtime including for IndieCade judges
- Nominated for Live Action Spotlight award

The Memory Museum: Escape Room (August 2024 – December 2024)

- Producer / Puzzle Designer / Performer
- Created commercially viable escape room

WPI Graduate Learning Assistant (January 2025 – May 2025)

- Class: IMGD 1000: Critical Studies of Interactive Media & Games
- Lecturing, tutoring and grading student work

A Pirate's Life: Board Game (January 2022 – May 2023)

- Lead group of five students with the goal of producing a marketable board game using an iterative design process.
- Produced and distributed physical board game using the website the game crafter.

Wicked Cool Enterprises: Sports Merchandise Business (self-employed) (May 2023 – present)

- Chief Creative Officer (CCO)
- Creating digital assets
- Creating Custom Products: Merchandise, sports uniforms and engraved sports equipment

Mystic Schooners: Non-profit Collegiate Baseball Organization (May 2023 – August 2024)

- Intern
- Altering digital assets
- Maintaining website
- Creating social media posts

Prep&Go: Business Pitch (August 2022 – May 2023)

- Wrote operations plan for a new business called Prep&Go
- Pitched in the University of Tampa New Venture Expo

Note: Other personal projects and game jam entries are on my portfolio website huntersimone.info

Skills and Software Knowledge

- Game Engines: Unity and Love2D
- Coding languages: C#, Python, Lua, JavaScript, C++, and HTML
- Adobe Creative Apps (Photoshop, Illustrator, Premiere Pro and Dreamweaver)
- Microsoft Office (Word, Excel, PowerPoint, and Outlook)
- 3D modeling and animation software (Maya, Blender, and Cinema 4D)
- 2D animation software (Harmony, OpenToonz)
- Building and hosting websites (GitHub, Adobe Dreamweaver)