

Trinity Hutson

thutson3876@gmail.com | thutson3876.com | (847)-668-0933

SKILLS

C# | C++ | Java | Python | JavaScript | .Net | React | SQL | MongoDB | HLSL

Unity | Godot | FMOD | Git | Jira | Apache Spark | DDBMS | Machine Learning

PROJECTS

In Harmony — *Creative Director* 2024 - 2025

- Directed a team of 30 in developing a narrative puzzle game, using Agile methodologies to adapt to changing project needs
- Authored extensive documentation to maintain the vision and quality of the experience, which consistently exceeded milestone expectations

That Beaver Game — *Systems Programmer* 2024

- Modified destruction system to utilize assembly definitions, which removed circular dependencies and quickened build compilation
- Engineered an advanced, modular player controller which reduced development time and greatly sped up content roll out
- Integrated networked multiplayer to the existing codebase, increasing player retention, using SteamWorks API to manage P2P lobbies

PolyPuck — *Unity Developer* 2025 - Present

- Implemented advanced AI that challenges players, adding scalable difficulty and replayability through a modular goal/action system
- Procedurally generated maps that utilize a KDTree to quickly identify points of interest, reducing search algorithm complexity and vastly improving performance

EXPERIENCE

idTech — *Online Private Instructor* 2025 - Present

- Prepare lesson plans that cater to each individual student's goals and projects, encouraging their passion to learn
- Teach STEM subjects and game development tools to students, helping them to excel in their chosen field
- Collaborate with other instructors and share lesson plans in order to improve the overall experience for students and clients

EDUCATION

Bachelor's in Game Design / Computer Science — *Bradley University* 2023 - 2025

- Treasurer of Game Art Club
- Developed skills in Unity, and led teams of up to 30 people
- Joined the National Society of Leadership and Success based on merit

Associate in Computer Science — *College of Lake County* 2019 - 2021

- Gained a fluent understanding of Java, data structures, and algorithms
- Joined Phi Theta Kappa Honor Society based on merit

ACCOLADES

Excellence in Game Design — *Bradley University* 2024

- Awarded for working well with peers in Agile game development

Summa Cum Laude — *Bradley University* 2025