

Zaida Hutchings

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EDUCATION

University of Georgia

Bachelor of Entertainment and Media Studies

Bachelor of Asian Literature and Languages

Dean's List 2022, Dean's List 2025, Presidential Scholar 2025

Graduating Dec. 2026

Athens, GA

Nagasaki University of Foreign Studies -- Nagasaki, Japan

A study abroad opportunity to learn Japanese and Japanese culture.

September 2023 – February 2024

SKILLS

Team Leadership | Project Management | Research & Analysis | Public Speaking | Creative Writing |

Technical & Creative Tools:

Unity | Godot | Maya | Blender | Aseprite | GitHub | MuseScore | Microsoft Teams | Premiere Pro

Languages: Japanese (Intermediate)

PROJECT EXPERIENCE

- Production Basics Spring 2025
 - Wrote and directed two short films
 - Was a DP for one short film
 - Worked with Premire Pro to edit using found footage and using footage for personal projects
- Collaborated as writer, producers, and actor to submit a film to the AGBO's "No Sleep 'til Film Fest" 2025
- Game Builder's Club (UGA) Vice President (2025 – Current) Member (October 2022 – Present)
 - Was team lead for two semester-long and one year long project using Unity and GitHub
 - pitched video game ideas, recruited team members, managed team, composed, did concept art, worked as 3D artist/modeler/ animator

Publications:

- Published three times in Rewrite the Stars magazine under z. hutchings

RESEARCH EXPERIENCE

Nagasaki University of Foreign Studies

September 2023 – February 2024

- Researched independently Japanese animated films and their representation of Japanese society.

University of Georgia CURO Recipient

- **Spring 2025:** researched Japanese Films and Censorship.
 - Presented at the CURO Symposium and Momo Con Symposium
- **Spring 2026:** researching educational language learning video games (Japanese)

WORK EXPERIENCE

Athens Clarke County Library

August 2025 – Current

Teen Service Specialist

Athens, GA

- Assist patrons with locating books, DVDs, etc.
- Run programs for the community
 - Designing escape room for all ages, teaching teens how to create video games, etc.
- Create displays to engage different readers and show diverse parts of the collection