RICHMOND HULSE

Contact
Professional: 27 High Manor Drive
Henrietta, NY, 14467
(607)-435-7540
Hulse530@gmail.com
Portfolio: Link

SKILLS

4+ years experience in industry standard game engines such as Unity 6 and Unreal 5

Intimate Knowledge and experience in Coding (*Python, Java, C++, C#, Blueprints*)

Versed in Object Oriented Programming paradigm.

Advanced knowledge of Blender and Proc-gen model pipelines.

Knowledge of Google workspaces

Versed in Adobe Premiere Pro, Indesign, Illustrator, Photoshop, Animate, and much more

Understanding of Media platforms (*Reddit, Discord, Instagram, Facebook, Twitter, GitHub*)

Well founded teamwork skills (*ia troop 1254 and Eagle Scout Project*)

AWARDS

Leatherstocking Council class of 2019 Eagle Scouts Representative

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

SUNY Polytechnic Class of 2023 Community Engagement Award in Interactive Media & Game Design

Van Horne Scholarship Recipient

Clark Scholarship Recipient

2019 Leatherstocking Eagle Scout

LANGUAGES

English, US

EDUCATION

(Masters)
Rochester Institute of Technology, Rochester, NY
August 2023 – May 2025 *(Tentative)*
Masters in Interactive Games a Media (IGM)
Overall GPA: *3.97*

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

PROJECTS

S.T.A.R.—*Game Producer*
September 19th 2022, 3 months
Information: Organized and managed the 27 member development team for S.T.A.R with the role of Producer. Organized meetings, controlled workflow, & controlled project conflicts.

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.

Pastel — Lead Level and Gameplay Designer
January 2024: 3 weeks
Information: Worked on and developed Between Bough and Root's puzzle mechanics and level design rule sets. Modeled props in blender for environmental use, and headed market research and materials.

Vessyl — Principle Level & Environmental Designer
July 2024: 10 months
Information: Developed Vessyl's core level philosophies through the use of molecular design layouts. Worked inside a blender to hand make all environmental assets. Published research paper on Proc-get props.

EXPERIENCE

LeValley Group LLC, Cooperstown, NY - AV/IT Technician
June 2021 - August 2022

Responsible for setting up support and breakdown of AV technology for corporate and private events. Managed and collaborated with facility staff to support events and troubleshoot any issues.

Portfolio: **Link**