

JEROME HUTSON II

AI Combatant Designer

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EXPERIENCE

ZeniMax Online Studios

Associate Combatant Designer (Jan. 2024 - Present)

Unannounced (now canceled) AAA IP

- Owned multiple AI combatants from pitch to "ship" for the vertical slice milestone
- Created functional AI behaviors and abilities using hierarchical state machines and visual scripts
- Authored design primers, docs, and phase breakdowns for multiple AI combatant systems
- Provided combatant design perspective feedback in mocap sessions
- "Kit-bashed" existing assets to rapidly prototype new mechanics
- Represented combatant design on multi-disciplinary strike teams

Design Intern (June 2023 - Jan 2024)

Unannounced (now canceled) AAA IP

- Navigated nascent tools to create prototypes of AI combatants in a proprietary, in-development engine
- Paper-designed new combatants, abilities, and weapons
- Completed comp-analyses of competing games' mechanics and features- Provided feedback on current tools and systems, and wrote requests to expand/introduce new ones

Team QuadraTron

Technical Designer (Aug 2021 - June 2023)

Deeper

- Created AI behaviors for the Fighter, Cleric, Wizard, Missile Mage, FireMage, Rogue, and Bard using TopDown Engine's AI Brain and custom action and decision C# scripts
- Adapted TopDown Engine's Dialogue zone mechanic to create state-based dialogue quips for the AI characters

Strange Stars

- Scripted the multi-phase boss encounters for Singularity and Nasty & Nastier
- Created AI behaviors for the Grunt, Tank, Jumper, Rogue, Seeker, and Deceptor

Technical Design Intern (May 2021 - Aug 2021)

Strange Stars

- Created prototype level segments for three-tiered procedurally-generated levels using Corgi Engine within Unity
- Created Meteor Crash mini-boss prototype by repurposing Corgi Engine assets
- Scripted the Hydra boss encounter's three phases

EDUCATION

Wilmington University

Bachelor of Science - BS
Game Design and Development
(2019 - 2022)

West Chester University of Pennsylvania

Bachelor of Arts - BA, Liberal Studies; Minors in Astronomy and Information Technology
(2011 - 2016)

American College of Norway (ACN)

Study Abroad
(2013)

University of Hawaii at Manoa

Focus in Animation and Game Design
(2008 - 2011)

SKILL TREE

- Enemy Design
- AI Behaviors
- Visual Scripting
- C#
- Design Docs
- Atlassian Suite (Jira, Confluence, Bitbucket)
- Rapid Prototyping
- Unity Development
- Interdisciplinary Collaboration
- Competitive Analyses
- Maya 3D Modeling
- Miro