

Hayden Duke Russell

Contact Information:

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Curriculum Vitae

Objective: To design and create video games that challenge preconceived notions of narrative and gameplay in a way that simultaneously embraces innovation in both storytelling and technical purpose.

Education:

M.S. in Digital Media. The Georgia Institute of Technology. Spring 2018.

Cum. CPA 4.0

B.A. in English – Literature Concentration. North Carolina State University, Fall 2015.

Cum. GPA 4.0

Minor in Classical Studies with double focus in Classical Latin and Classical Culture.

Achievements & Awards:

- Valedictorian, NCSU Class of 2015
- Best Use of Robotics or Mechatronics, *DocHack* (AT&T IoT Hackathon) 2016
- Best Use of Intel Edison Board, *DockHack* (AT&T IoT Hackathon) 2016
- NCSU Nominee for Rhodes and Marshall Scholarships 2015
- Phi Beta Kappa 2015-Present
- Phi Kappa Phi 2016-Present
- Sigma Tau Delta – International English Honor Society 2015-Present
- Member of NCSU University Scholars Program 2012-2015
- Member of English Honors Program 2014-2015
- Dean's List North Carolina State University 2012-2015
- CHASS Student of the Month Sept. 2015
- Outstanding Performance in Classical Studies Spring 2014

Projects:

- “Playful Pasts” – Email service which sends subscribers a computer game magazine from the 1980s and then allows each user to choose one game per month that they can play in browser. This project was produced alongside colleagues Pierce McBride and Kera Allen (2016).
<http://playfulpasts.net/>
- “DocHack” – Intel Edison and Raspberry Pi device that allows doctors to administer medicine intravenously through voice commands. Built at AT&T Developer’s Hackathon in

Atlanta as a part of a team. This device won the AT&T Best Use of Robotics or Mechatronics and the Intel Best of Use of the Edison Board awards (2016).

- “Environmental Pollution Visualization Machine” – A physical computing project constructed alongside colleagues Nick Tippens and Brendan Cecere. This project featured an Arduino powered device that measures pollution levels and emits fog when the pollution reaches a certain threshold (2016).
<http://www.instructables.com/id/Environment-Sensing-Fog-Machine/>
- “Video Games in Humanities Classrooms” – An independent study conducted under Dr. David Rieder that seeks to explore the theories of education within the world of game development (2015).
<https://hdrussellcom.wordpress.com/2015/11/09/video-games-in-humanities-education-2/>
- “British Fantasy and Remediation” – An independent study conducted under Dr. Paul Fyfe analyzing critical pieces of British Fantasy as they are reformatted for the digital age. This study seeks to understand how culture and new art forms can lead to new and influential interpretations of eminent texts (2015).
<https://hdrussellcom.wordpress.com/2015/11/09/british-fantasy-in-remediation-2/>
- “In the Colossus’ Shadow” – A collaborative project with Christopher Ruocchio and Jonathan Page analyzing the rhetorical structures that create emotion within Team Ico’s video game *Shadow of the Colossus* (2014). <http://colossus.sleepingcyb.org/>

Video Game Projects:

- [*Eventide*](#) – Unity Endless Runner built during the 2017 Global Game Jam (Programming).
- [*The Tiblab Chronicle*](#) – Node.js Twitterbot and Interactive Map used for Dwarf Fortress Storytelling Experience (2016).
- [*Tree Prototype*](#) – Small Unity 3D environment built to prototype a visualization project for early personal computing history.
- [*Augmented Histories*](#) – Augmented reality experience built to explore the Native American roots of Atlanta. (Only playable on Argon 4 browser) (2016).
- [*riddleHack1.0*](#) – Twine game (2016)
- *Oops* – Twine game (2014).
- Untitled Project – Unity 3D game made for Game Studies class (Art Direction, Level Design) (Unreleased).
- [*Bugs, Glitches, and a Deadline*](#) - Global Game Jam 2015 submission (Story, Level Design, Art, & Character Design).
- *Nocturne* – Game developed with the NC State Video Game Design Club (Story & Art Direction) (Cancelled).

Technical Skills

- Video Game & Web Development Experience (Including Video Editing)
 - Coding Languages and Frameworks – Java, JavaScript, C#, Node.js, CSS, HTML, Aframe, Arduino, Lua, Bootstrap
 - Game Engine Experience – Unity, Pico-8, Game Maker, Twine
- Experience with Adobe Creative Cloud
- Video Editing – Final Cut Pro, iMovie, Windows Movie Maker
- Professional Editing Experience

- Proficient in Microsoft Office & Google Tools
- Proficient on both Windows & Mac

Employment History:

- Graduate Research Assistant, Georgia Institute of Technology August 2016-
 - Assist faculty and students in accessing and utilizing research technologies such as virtual reality, 3D printing, and other tools utilized in Digital Humanities.
 - Create projects that showcase the strengths of DILAC, such as virtual reality.
 - Develop tutorials and workshops to assist in the classroom utilization of digital media. This includes game engines, physical computing (Internet of Things), and the application of these media.
- News and Communications Writer, Photographer, and Content Strategist for Ivan Allen College at The Georgia Institute of Technology June-August 2016
 - Manage daily news content for College news streams, social media, and monthly newsletter.
 - Manage/update College website content through Content Management System.
 - Support efforts to build engagement and presence on websites and social media by creating social media campaigns and posts, building links and connections, and suggesting strategies.
 - Create and disseminate communication materials to drive attendance for events both internal and external to Georgia Tech.
- Assistant Editor at *The Escapist Online Magazine* 2015-2016
 - Head of Japanese Animation Initiative
 - Research production topics using the Internet, video archives, and other sources.
 - Coordinate the activities of writers, directors, managers, and other personnel throughout the production process.
- NC State University Distance Education Grader Fall 2015, Summer 2016
- Resident Advisor, NC State University Housing 2013 – 2014
- Student Worker, NC State English Department 2012 – 2013, 2014 – 2015
 - Assisted in data preparation for NCSU's 2013 Communication in the Workplace report.
 - Assisted in document digitization for the Virtual Paul's Cross Project

Special Training:

- Lynda Certificates:
 - Foundations of Programming: Fundamentals
 - User Experience Fundamentals for Web Design
 - Foundations of UX: Accessibility
- Working translational proficiency in Classical Latin
- Crisis Management Training
- Diversity & Equality Training
- Suicide Prevention Training (QPR)

Leadership Opportunities:

- Student Co-chair for CHASS Faculty Awards Fall 2015
- NC State English Department Undergraduate Ambassador 2014-2015

- Comfortzone Camp Counselor

March 2014

Extracurricular Activities:

- NC State Skateboarding Club
- NC State Game Design Club

2012-Present

2014-Present