

J.C. Hutchins

transmedia writer & experience designer, novelist, screenwriter

tel 954-531-7692 email wordherder1@mac.com url www.jchutchins.net

Experience

Writer: Ubisoft — 2016

Collaborated with producers, art directors and designers on a new IP exploration.

Author & Creator: *The 33* — 2014

Earth is besieged by secret attacks from ruthless criminals, malicious technologies and hostile supernatural beings. Standing between us and certain extinction is an unlikely league of saviors: *The 33*. Part *A-Team*, part *X-Files*, *The 33* is a genre mash of action, sci-fi and supernatural thriller. the33.net

Writer: *The Bent Bullet* — 2013

A prequel experience for the film *X-Men: Days of Future Past*. Crafted a magazine-style article and supporting text for numerous multimedia assets. The project combined real history, *X-Men* canon and JFK assassination conspiracy theories. bit.ly/bbullet

Writer: *Almost Human* online campaign — 2013

Helped craft this microsite experience, set in the crime-ridden sci-fi world of FOX's television series. Reviewed episode screenplays, and incorporated dozens of canonical details into the campaign's character bios, scripted audio recordings, and other text. bit.ly/almosth

Writer: *Body/Mind/Change* — 2013

Co-wrote and helped develop the story for this immersive fiction extension of *David Cronenberg: Evolution*, a celebration of the iconic filmmaker's work. Created and directed by Lance Weiler, with Cronenberg's direct creative involvement. bit.ly/bmchange

Writer: *Deja View* — 2013

Co-wrote this groundbreaking responsive film, which dynamically adapted to viewers' interactions as they spoke to onscreen characters via phone. Participants received unique entertainment experiences, tailored to their spoken responses. bit.ly/dejav

Tie-In Writer & Storyworld Development: *Golem Arcana* — 2013

Crafted fiction set in the storyworld of game studio Harebrained Schemes' tabletop/digital game, *Golem Arcana*. Wrote several short stories, and helped create the game world's characters and lore. bit.ly/garcana

Advisor: Protagonist Labs — March 2013 to Present

Presently advise a team of game designers and technologists to help develop *Storium*, an online storytelling game that empowers people to tell, and share, groundbreaking interactive stories. I've also adapted my IP for use as "playable worlds" for users. bit.ly/prolabs

Assistant Lead Writer: *Clandestine: Anomaly* — 2012-2013

Collaborated with ZenFri Inc. to help design this iOS AR game's narrative. Wrote in-game scripts and universe bible for a proof-of-concept deliverable. bit.ly/c-anom

J.C.'s work has been featured by:

- *The New York Times*
- *The Washington Post*
- *Los Angeles Times*
- USA TODAY
- NPR's *Weekend Edition*
- The BBC

J.C. has discussed storytelling at:

- ARGfest 2013
- PAX East 2012
- Multi-PlatFORUM 2012 (keynote)
- Transmedia Berlin 2012
- Danube University Krems 2011 (instructor)
- ARGfest 2011 (keynote)
- Immersive Writing Lab 2011
- Dragon*Con 2007, 2008

Additional skills:

- Storyworld ideation & creation
- Screenwriting
- Voiceover scriptwriting
- Voice acting, directing, editing
- Journalism experience, AP style

References and writing samples:

Available upon request

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Writer & Experience Design: *Byzantium Tests* — 2012

An immersive experience for Cinemax's original series *Hunted*. Ideated campaign, collaborated with psychologists and magicians, assisted in "test environment" design and wrote all content. A viral success, with over 1 million unique visitors.

Byzantium Tests won a silver CLIO Award, Campaign of the Year in *Ad Age's* Small Agency awards, and FITC's Best Advertisement and OMMA's Best Entertainment Website (Television) awards. Was also listed in *Communication Arts' Interactive Annual*. bit.ly/byzan

Writer & Experience Design: *Dark Score Stories* — 2011

For A&E's miniseries *Bag of Bones*, based on Stephen King's bestselling novel. Conceived 100+ "King universe" props, wrote all site content and audio scripts, and directed actor Pierce Brosnan and others in on-site voice recordings. bit.ly/darksco

Writer, Experience Design & Co-Creator: *Edgar Allan Poe* — 2011

An educational transmedia experience for high school students. Created with game designer and web storytelling pioneer Jordan Weisman. bit.ly/eallanpoe

Writer & Experience Design: *The Colony Experiment* — 2010

A prequel for Discovery Channel's series *The Colony*. Co-created the narrative arc, and wrote its in-world newscast scripts, stories, blog posts and more. bit.ly/colonyexp

Creator, Writer & Experience Design: *Kilroy: Shake It!* — 2010

Conceived and created all content for this iOS experience. *Shake It!* used play, interactivity and canonical transmedia narrative to expand the world of my *7th Son* IP. bit.ly/kilroyapp

Author & Creator: *7th Son: Descent, St. Martin's Griffin* — 2009

My human cloning thriller novel. *Publishers Weekly* said: "(R)eaders seeking edge-of-your-seat action flavored with conspiracy and futuristic tech will love every page." bit.ly/7thson

Co-Author & Co-Creator: *Personal Effects: Dark Art, St. Martin's Griffin* — 2009

A supernatural thriller, written with Jordan Weisman. Featured a "beyond the book" narrative that blurred the reader's role from passive spectator to active participant. bit.ly/darkart

Screenwriter: *Nanovor* — 2008 to 2009

Wrote more than 20 screenplays for game company Smith & Tinker's animated webisode series. Worked closely with creator and team to expand IP's storyworld. bit.ly/nanovor-jc

Author, Creator & Producer: *7th Son Trilogy and other stories* — 2006 to 2009

These audiobook thrillers were serialized and distributed online to an audience of more than 50,000. My stories boast more than 10 million episodic downloads to date. bit.ly/jc-fiction