

Dylan Hughes

CREATIVE TECHNOLOGIST

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Self-taught creative technologist. Range covers game software, media production, small-business websites, 3D-printed products and daily operations for a multi-business owner. Takes on the whole project, learns what it needs along the way, and stays until it ships.

SELECTED WORK

Stall Brawl. Original party elimination game for 2 to 16 players on the Multimorphic P3, in C# and Unity: 8 modes, hardware integration, two-display UI, 25 voice clips, 9 sound effects, 4 music tracks, 22-file art pack. Beta 0.3.0.0 on hardware since Aug 2026.

Tears of the Kingdom retheme (Stern Spike 2). Asset swap of Avengers: Infinity Quest through Pinball Browser: 21,143 files in the pipeline (16,046 audio, 1,595 video, 1,587 images) across 16 scenes; six characters redrawn in the machine's frame. For Donutland, in progress.

Tip Top Pinball. Redesign, local SEO and Google Business Profile for a Richmond repair business that wanted more local customers; static site on GitHub Pages, custom domain, Web3Forms contact form. Live at tiptoppinball.com, maintained monthly.

Also: retheme asset manager (prototype web app), Holy Poker (Electron), counter-tv (Python package), a Discord rich-presence tool.

EXPERIENCE

Personal Assistant and Digital Content Specialist

Jul 2023 to present

The Glaser Group and Donutland, Richmond, VA

Contract role for the owner of several businesses: his day to day, plus Donutland, his pinball products and amusements venture.

- Second brain for the owner: rebuilt workflows, automated recurring work, put AI productivity tools into daily use, and handle calendar, travel, purchasing and vendor management.
- Build custom pinball machines from scratch, retheme Stern Spike 2 and SAM titles by replacing their game assets through Pinball Browser (the Tears of the Kingdom retheme, above), and write original game software for the Multimorphic P3 in C# and Unity (Stall Brawl, above).
- Run Donutland's 3D-printed mods line (The Pindow, Sonic slingshot plastics, charms, DMD lightboxes): CAD in Fusion, 3D scanning, print tuning on Bambu H2C and X2D printers, product photography, install guides, and the storefronts that sell them.
- Run Donutland Amusements: buy and modify machines and place them on location at Eclipse Pinball, a Richmond venue.

Freelance Technical Consultant and Developer

2025 to present

Self-employed, Richmond, VA

- Five small-business sites built from first mockup through DNS, in static HTML and React with Vite: two live (Tip Top Pinball, Commonwealth Home Solutions), three built and waiting on the client to launch.
- Local SEO and Google Business Profile setup alongside redesigns, with monthly maintenance for one client.
- In-home tech help by house call: printers, fake virus popups and staying safe online, explained in plain language.

Marketing Coordinator and Lead Server

Dec 2021 to Jul 2023

Origin Beer Lab and Center of the Universe Brewing, Ashland, VA

- Social media, photo and video content, event promotion and logistics for two connected locations; led front-of-house shifts.

Operations Assistant

Jun 2018 to Jan 2021

T&B Equipment / InProduction, Ashland, VA

- Warehouse inventory, data entry, event scaffolding and setup, and desktop and hardware support for office and field staff.

SKILLS

Code: C#, JavaScript, Python, HTML, CSS, Unity, React, Vite, Node, Electron, Astro, Supabase, GitHub Pages, Git

Game platforms: Multimorphic P3 SDK, Stern Spike 2, Stern SAM, Pinball Browser

Design and media: Photoshop, Illustrator, Premiere Pro, After Effects, Figma, Canva, CapCut

Fabrication: Fusion (CAD), 3D printing on Bambu H2C and X2D, Bambu Studio, Revopoint MetroX 3D scanning

Web and operations: WordPress, Squarespace, Shopify, local SEO, Google Analytics, Apps Script, Notion

AI tools: Lovable, Google Antigravity

EDUCATION

Advanced Studies Diploma, Atlee High School, Mechanicsville, VA

2018