

Hope Hutman

Key Skills

- Play development
- Dramaturgical analysis
- Collaboration
- Communication

Performance and Installation (Collaborating Artist)

- Collaborated closely with playwrights throughout the development process, providing dramaturgical support and feedback to refine their work
- Managed and oversaw production processes, ensuring adherence to deadlines and budgets.

2023 *Eastside Prison*, A VR experience and companion piece to the stage play *Eastside Story*, a musical adaptation of Shakespeare's Romeo and Juliet set in East Los Angeles written by Stephen Richter. In development for AmericaShakes, Co-Author, and Interaction and Media Design

2014 *Redhand Legacy*, an immersive social narrative. Story by Evan Yionoulis and Hope Hutman *Redhand Legacy* is part of the Storyworld of *The Redhand Guitar* by Evan Yionoulis and Mike Yionoulis. Presented at the Williamstown Theater Festival

2014 *CONTACT Project*, Bridging the divide between civilians and veterans through physical theater, movement, vocal work, writing, and dialogue. Conceived and Directed by Krista DeNio. Intermedia Design

2013 Cutting Ball Theater. Interactive pre-show audience engagement piece created for the run of *Krispy Kritters In the Scarlett Night*, by Andrew Saito

2013 *O Best Beloved*, Adapted from Rudyard Kipling's *Just So Stories* by Rebecca Longworth and Joan Howard. Directed by Rebecca Longworth. Intermedia Design

2012 *Within The Wheel*, an original, immersive performance inspired by the *Tibetan Book of the Dead*. *Ragged Wing Ensemble*, Directed by Anna Shneiderman. Intermedia Design

Performance and Installation (Lead Artist)

- Collaborate with developers, designers, and venue managers to conceptualize and execute artistic vision.
- Lead cross-functional teams in transforming ideas into immersive experiences.
- Facilitate communication and foster collaborative spirit across diverse skill sets to realize project goals.
- Delegate tasks, manage resources, and resolve conflicts to ensure smooth collaboration and project completion.

In Development: *YOUR MIND, GIRLS, IS THE FIRST BATTLEGROUND FOR FREEDOM*, a mixed reality performance adaptation of the novel *Liliane*, by Ntozake Shange. Workshopped October 2023 at Paul Dresher Studio, Oakland, CA. I have permission from the estate to do the adaptation.

2017 *(Not So) Silent Movie*, an interactive movie installation. I worked with support of the Visual Narrative Lab at NC State University. The piece is part of the permanent collection of the iPearl Immersion Theater.

2016 *Twitch Odyssey* An adaptation of *The Odyssey* that invites the audience to submit clips of content to the live stream, in real time. Homer improvises the narrative based on what streams before him, allowing the audience to collaborate, not just receive information. Presented on Twitch TV.

2015 *Multivalent* Made with MaxMSP and Jitter, this performance installation explores the idea that once we've decided where we stand on an issue, we internalize that information in a way that makes us shut down to the views we disagree with. Digital Arts Research Center, University of California Santa Cruz.

2014 *Jackson Always* Made using the Processing p5.js editor, this piece springs from an interest in identity and agency. Digital Arts Research Center, University of California, Santa Cruz.

IOS App

2019 *Instastream* A visual storytelling application for citizen journalists and activists, allowing anyone to include still pictures into a live broadcast.

Exhibitions

- 2023 Open MetaVerse, Grey Area, San Francisco
- 2018 (Not So) Silent Movie Installation, iPearl Immersion Theater, Raleigh, NC
- 2016 *Out of Frame*, Curated by Belinda Haikes and Gaby Heit, Philadelphia, PA
- 2014 *Field of Inquiry: Body Politic Edition Installations*, YBCA, San Francisco, CA
- 2013 *Array*, Berkeley Art Center, Berkeley, CA
- 2012 Solo Show: Garage Gallery, Berkeley, CA
- 2012 Group Show, Jerry Adams Gallery, Berkeley, CA
- 2010 *Green*, Berkeley Art Center, Berkeley, CA

Presentations and Talks

- 2018 *HASTAC 2017, The Possible Worlds of Digital Humanities*, presenter
- 2016 *BlindSpot*, Santa Cruz Museum of Art and History, speaker
- 2013 *Silicon Valley Code Camp*, speaker
- 2012 *Transmedia SF*, panelist, "Meet The Makers"
- 2011 *Digital Hollywood*, panelist "Transmedia Storytelling: Inventing the language of Cross-Platform, Non-Linear Narration"
- 2010 *Content Summit*, NY, panelist, "Transmedia Storytelling: Crossing the Line Toward Infinity And Beyond, The Fabric of Dreams: Games Graphic Novels, Animation, Social Marketing, Web, Social TV, Movies, and Apps"

Education

MFA, Digital Art and New Media
University of California, Santa Cruz

BA, English Literature
Grinnell College

Wyncode Academy
Coding Bootcamp, Full Stack Web Development