Robert Speck

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Education

Drexel University   Philadelphia, PA
Master of Science in Digital Media   June 2013 **(GPA: 3.69)**
• Accelerated BS/MS Program
Bachelor of Science in Digital Media   June 2012 **(GPA: 3.86)**
• Magna Cum Laude, Honors with Distinction

Honors and Awards

• Research Poster at SIGGRAPH Los Angeles, 2013
• Adobe Design & Achievement Awards Semifinalist, "Spirit of the Virginia: Prologue," 2012
• Antoinette Westphal Dean's Merit Award for Research Day, 2012
• Drexel University Dean's Scholarship, 2008-2013 / Dean's List, 2008-2012

Computer Skills

Design/Development: Autodesk Maya, Unity, Construct 2, UDK, Adobe Photoshop, Illustrator, Dreamweaver, and Flash
Compositing: The Foundry's Nuke, Adobe After Effects
Programming: Microsoft Visual Studio, Eclipse, MonoDevelop; C++, C#, Objective-C, Java, HTML, CSS, JavaScript, ActionScript, Python

Experience

EP Visual   Philadelphia, PA
Mobile Developer (Unity, Xcode, iOS)   January 2014 to Present
• Primarily responsible for programming additional functionality and APIs for an Xcode application, including: extending external asset capabilities, external JSON data integration, interface builder and developing use cases
• Unity programming, animation and integration with Xcode
• Q&A role on in-house application development

GLIDE Lab at the Drexel School of Education / Barnes Foundation   Philadelphia, PA
Mobile Developer (Unity, Xcode, iOS)   June 2013 to Present
• Primary development position on an ongoing education game project
• Collaborating with and additional freelance work for the Barnes Foundation
• Targeting iOS devices, with secondary development considerations for other platforms

Drexel University   Philadelphia, PA
Exploring Asymmetrical Gameplay across Heterogeneous Devices [Thesis]   September 2012 to June 2013
• Defined terminology for heterogeneous game design methodologies
• Investigated multiplayer game development in a multi-platform environment
• Accepted to present research work at SIGGRAPH and Research Day 2013

Beyond Ink LLC   Philadelphia, PA
Lead Developer (Flash, iOS)   November 2011 to 2012
• Developed all code for "Spirit of the Virginia: Prologue," an interactive iPad storybook application
• Collaborated on story design and artistic design and direction for user interface considerations
• Released "Spirit of the Virginia" to the Apple App Store

Relevant Coursework

Gaming Workshop I, II	Computer Animation I, II	Web & Mobile App Development
Graduate Gaming I, II	Digital Matte Painting	Computer Programming I, II