

BOBBY SPECK

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Education

Drexel University / Digital Media / Accelerated BS/MS Program

Master of Science 2013, GPA: 3.69 / Bachelor of Science 2012, Magna Cum Laud, Honors with Distinction, GPA: 3.86

Skill-sets

Programs: Unity 3D / UDK / Adobe Photoshop, Illustrator, Flash, After Effects / Maya / Nuke

IDEs: Xcode / Visual Studio / MonoDevelop / Eclipse / Construct 2

Languages: C# / JavaScript / C++ / Objective-C / Java / AS3 / Python / MEL

Experience

Work

Mobile Developer @ EP Visual / Jan. 2014 - Present / Exton, PA

- 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

Mobile Developer @ GLIDE Lab at Drexel, Barnes Foundation / June 2013 - Present / Philadelphia, PA

- “**Keys to the Collection**” development and Q&A lead; educational iOS game featuring module-based dynamic level creation, character creation, and AR integration via Qualcomm’s Vuforia platform
- Managed external server integration for account creation and asset uploads, as well as game metrics collection
- Created game logic for three mini-games (including endless runner scripting, real-time mesh manipulation, and grid-based puzzle mechanics) and a game overworld

Adjunct Professor for Game Design & Production @ Drexel University / 2012 - Present / Philadelphia, PA

- Co-designed curriculum for Advanced Game Art Production course, instructing students on shader development, scripting for procedural asset generation and animation, particle effects, image effects, and lighting
- Teach Introduction to Computer Gaming and Game Development Foundations classes

Contractor @ Comcast University / July - August 2014 / Philadelphia, PA

- Designed and developed training material assets for Comcast University, including editing and layout of interactive video experiences and mechanics implementations for a training game

Projects

Exploring Asymmetrical Gameplay across Heterogeneous Devices / Master’s Thesis / Sept. 2012 - June 2013

- Researched and prototyped a cross-platform game experience with unique game interactions based on differing hardware and software capabilities
- Created a networked experience between iOS and Android tablet and phone devices, web, and Windows/OSX

Lead Developer @ Beyond Ink LLC / Senior Project / Nov. 2011 - 2012

- “**Spirit of the Virginia: Prologue**” interactive storybook for iOS released as a Top Book App on the Apple App Store
 - Implemented vector-based UI and hardware-accelerated 2K video with custom looping and chapter/scene select
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Honors & Awards

Research Poster at SIGGRAPH Los Angeles, 2013 / Adobe Design & Achievement Awards Semifinalist, 2012 / Antoinette Westphal Dean’s Merit Award for Research Day, 2012 / Dean’s Scholarship, 2008-2013