

BOBBY SPECK

<https://speck.tech>

bobby.s.speck@gmail.com

732-216-1547

Pasadena, CA

EDUCATION

M.S. Digital Media, Drexel University :: 2013 ::
Thesis: Exploring Asymmetrical Gameplay across Heterogeneous Devices

B.S. Digital Media, Drexel University :: 2012 ::
Magna Cum Laude, Honors with Distinction

EXPERIENCE

Freelance Unity3D Developer :: Drawsta
March 2016 – Present :: Pasadena, CA

- :: Develop and maintain code base and layout for “Drawsta” Vuforia AR-based fashion iOS app
- :: Augmented Reality playback of 2D/3D animations displayed from remote server
- :: Social services integrations (Facebook, Twitter, Messages, and native Instagram plug-in)
- :: Unity 3D C# scripting, incl. asset bundle creation and Xcode native bridge integrations

Freelance Mobile/Web Developer :: EP Visual
Jan. 2014 – Jan. 2016 :: Exton, PA

- :: Extended functionality and APIs for in-house websites/applications
- :: External asset capabilities, JSON data integration, interface builder and use case development
- :: Unity C# and JavaScript scripting, object animation scripting, and Xcode native bridge integrations
- :: QA role on in-house application development

Adjunct Professor :: Game Design & Production ::
Drexel University :: 2012 – 2015 :: Philadelphia, PA

- :: Co-designed curriculum for “Advanced Game Art Production” course and taught introduction to gaming curriculum progression
- :: Instructed students on game development concepts, as well as shader development, Unity C#/JavaScript scripting, procedural asset generation and animation, particle effects, image effects, and lighting

SKILLS

Tools: Unity3D, Xcode, Adobe Suite, Maya, MonoDevelop, Visual Studio, Git

Languages: C#, ObjectiveC, JavaScript, HTML, CSS, ActionScript, Python

Freelance Unity3D Developer :: Tangerine Apps
Febr. 2016 :: Playa Vista, CA

- :: Optimized HTC Vive-based Disney “Jungle Book Kaa VR” experience shown in IMAX theaters
- :: Shader extension/development, incl. Unity 5 Standard shader extension
- :: Unity editor/controllers C# scripting
- :: Lightmaps optimization
- :: DirectX 11 / SteamVR configuration

Lead Unity3D Developer :: GLIDE Lab at Drexel
University :: 2013 – 2014 :: Philadelphia, PA

- :: “Keys to the Collection” educational iOS game in partnership with the Barnes Foundation
- :: Module-based dynamic level creation, character creation, and Vuforia Augmented Reality
- :: Managed game metrics collection, external server integration for account creation and asset uploads
- :: Unity C# scripting for three mini-games and game overworld (endless runner, mesh painting, grid-based puzzles)

Lead Mobile Developer :: Beyond Ink LLC ::
Nov. 2011 – 2012 :: Philadelphia, PA

- :: “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
- :: Adobe AIR ActionScript 3 and Xcode integrations