

# BOBBY SPECK

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## Education

**Drexel University / Digital Media Accelerated BS/MS Master of Science** 2013, GPA: 3.69  
**Bachelor of Science** 2012, Magna Cum Laud, Honors with Distinction, GPA: 3.86

## Skill-sets

Unity 3D / UDK / Adobe Suite / Maya / Nuke | Xcode / Visual Studio / MonoDevelop / Eclipse / Construct 2 | C# / JavaScript / C++ / Objective-C / Java / AS3 / Python / MEL

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## 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 C# and JS programming, object animation scripting, and integration with Xcode
- QA 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 QA 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

**Multitouch Developer @ ETC** / March - Sept. 2011 / Southampton, PA

- Created a multi-touch multimedia presentation tool for sales use, using custom touch interactions and dynamic image, text, and video filesystem loading as well as a custom-designed updater tool

### Projects

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

- Prototyped a cross-platform game experience with unique interactions based on 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

Dean’s Merit Award for Research Day, 2012  
Dean’s Scholarship, 2008-2013