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**

Skills

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

Experience

Work

Mobile Developer @ EP Visual / Jan. 2014 – Present [Freelance] / 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 [Freelance] / 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 - 2015 / 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