Hunter Bobeck

« website designer, game designer, digital artist, computer scientist, philosopher »

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EDUCATION

Indiana University (Bloomington)   *2015-2019*

› B. S. in Comp. Sci. - Honors & Dean's List *[pending]*
› all Game Design courses *[pending]*
› Hoosier Games studio
› TeSPA Collegiate Esports
» C.S. club, Association of Computing Machinery

Zionsville Community High School   *2011-2015*

› Academic Honors
› A.P. Scholar with Distinction
› I.U.P.U.I Computer Science Day Winner
› tennis team
» Mu Alpha Theta, Chess Club, 3-D. Printing Club

ABILITIES

Talents

› Highly organized and readable programs
» Proficiency in rapidly prototyping ideas; experience with responsive development
» Excellent math and problem solving skills; tendency toward holistic consideration

Languages

» HTML, CSS, Javascript, HTML5 Canvas
› Unity (C#)   › Java   › Racket   › Autohotkey

Environments

» Sublime and Emmet   » GitHub and Travis CI
› Unity   › Codio   › DrRacket   › Panda 2

PROJECTS   *(most are accessible through http://HunterBobeck.me)*

HunterBobeck.me
Personal Website

One Giant Leap
Virtual Reality Space Game

KiddandPlayPhotography.com
Client Website

AmeerClothing.com
Client Website

NogginBarber.com
Client Website

Automated Income
Presentation Website

Flash Mob
Generated Text Fantasy Game

Deviantart
Art Gallery

Neural Network Optimization
Research

› setup a neural network in Python
› implemented backpropagation
› tested upon xor logic
› optimized parameters
› utilized Python mathematical functions

Baseball Reporter
Article Generator

› head designer
› parsed CSV/JSON
› provided data retrieval methods
› created and presented an examples module to data teams

Warcraft III
Custom Game Mods

› 8 unique melee maps
› cinematics with dialogue
› asset replacements
› roleplaying adventure
› various "tug-of-war"s
› 12 races melee mod