

Hunter Bobeck



« Virtual Reality Developer, Experience Designer, Artist »

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EDUCATION

Indiana University (Bloomington) 2015-2019

- › Computer Sci. B.S. - Honors & Dean's List [by 2019]
- › all Game Design courses [by 2019]
- › Hoosier Games Studio
- › TeSPA Collegiate Esports, C.S. Club

Zionsville Community High School 2011-2015

- › Academic Honors, A.P. Scholar with Distinction
- › IUPUI Computer Science Day Winner
- › Tennis Team, Mu Alpha Theta, Robotics Team
- › Harvard edX: Intro to Computer Science (CS50)

ABILITIES

Talents

- › Driven by a love for creative exploration – especially with respect to procedural techniques
- › Proficiency in rapidly prototyping ideas; experience with responsive development
- › Elegant, artistic, and immersive user experience designs; highly organized and readable programs
- › Excellent math and problem solving skills

Languages








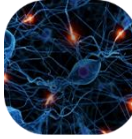



- › Unity C# & SteamVR, Java
- › HTML, CSS, Javascript, HTML5 Canvas

Environments

- › Unity and Visual Studio
- › GitHub and Travis CI
- › Adobe Photoshop & Premiere
- › Sublime, Brackets, Emmet, Codio

PROJECTS

(most are accessible through <http://HunterBobeck.me>)

One Giant Leap VR Game on Steam 	Towerscape VR Game 	Big Ten Nation Mobile Game Prototype 	Mandelblot VR Fractal Drawer 
HunterBobeck.me Personal Website 	Client Websites Web Development 	Zonder Mobile Game 	Backpropagation Research 
Deviantart Online Art Gallery 	Baseball Reporter Article Generator 	Flash Mob Procedural Fantasy Game 	Automated Income Presentation Website 