

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 *[by 2019]*
- › all Game Design courses *[in progress]*
- › 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
- › Elegant and artistic user experience designs

Languages




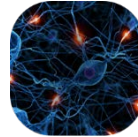







- › HTML, CSS, Javascript, HTML5 Canvas
- › Unity (C#) and SteamVR
- › Java

Environments

- › Unity
- › Visual Studio
- › GitHub and Travis CI
- › Sublime, Brackets, Emmet
- › Codio

PROJECTS

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

HunterBobeck.me <i>Personal Website</i> 	One Giant Leap <i>VR Game on Steam</i> 	Run a Ton <i>Android Adventure Game</i> 	Backpropagation <i>Research</i> 
AmeerClothing.com <i>Client Website</i> 	NogginBarber.com <i>Client Website</i> 	KiddandPlayPhotography.com <i>Client Website</i> 	Baseball Reporter <i>Article Generator</i> 
Automated Income <i>Presentation Website</i> 	Flash Mob <i>Procedural Fantasy Game</i> 	Deviantart <i>Online Art Gallery</i> 	Warcraft III Modding <i>Custom Game Mods</i> 