

# Hunter D. Bobeck

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## VR Programmer

Virtual Reality, Technical Art, Game Programming

### Profile

- › Passion for building and improving VR experiences
- › Expertise in texture generation: terrains, materials, nebulae, fractals, planets, and more
- › Driven by a love for creative exploration – especially in respect to wave and fractal techniques
- › Ability to rapidly prototype ideas; proficiency with responsive, modular, and procedural development
- › Excellent math skills, especially for 3D patterns
- › Technical skills: C#, Unity, Visual Studio; Java; Python; HTML5, CSS, Javascript; Git; Photoshop, Premiere

### Professional Experience

#### Chaotic Good Games, Bloomington, IN

Sep. 2017 – Present

##### :: Lead Gameplay Programmer, Technical Artist

- › Designed, programmed, and polished the player experience in the VR game *Imaginarium*
- › Led a team of agile programmers by managing tasks, merging sprints, sorting out version control conflicts, documenting functionalities, writing developer posts, and presenting gameplay at expos
- › Implemented locomotion and smooth scaling, AI behaviors, environmental triggers, and more
- › Produced technical art ranging from procedural content and shaders to logos, covers, and videos

#### Sylvan Studios, Zionsville, IN

Jan 2014 – Present

##### :: VR Developer

- › Designed and published multiple VR indie games and experiences on Steam, Itch.io, and Git
- › Experimented in the VR space to establish locomotive methods and mediums for artistic expression
- › Explored fantasy/scientific concepts such as wizardry, spaceflight, fractal painting, and VR lucidity
- › Prepared modular, highly organized code for other VR developers

##### :: Web Developer

- › Developed and maintained mobile-responsive websites commissioned by clients

#### Zonder Studios Inc.

Sep. 2017 – Nov. 2017

##### :: Technical Art Director

- › Converted concept art for app icons, interfaces, and logos to digital finished products

#### Indiana University, Bloomington, IN

June 2017 – Dec. 2017

##### :: App Developer

- › Prototyped a mobile multiplayer game for the Big Ten Network

### Education

- **Indiana University**, Bloomington, IN 2015 – 2019
  - Computer Science Major, Honors, Artificial Intelligence Specialization
  - Awards: Provost Scholarship, Direct Admit, Hoosier Scholarship, Level Up Award
- **Zionsville Community High School**, IN 2011 – 2015
  - Academic Honors, AP Scholar with Distinction