Hunter Bobeck

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

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EDUCATION

Indiana University (Bloomington)   *2015-2019*

› Computer Sci. B.S. - Honors & Dean's List *[by 2019]*
› all Game Design courses *[in progress]*
› 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
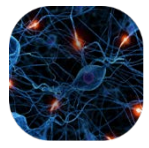 › Excellent math and problem solving skills

Languages

 » HTML, CSS, Javascript, HTML5 Canvas
 » Unity C# and SteamVR
 › Java

Environments

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

PROJECTS

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

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