Hunter Bobeck



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

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EDUCATION

Indiana University (Bloomington)

2015-2019

Zionsville Community High School 2011

2011-2015

- > 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

- > 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
- > Photoshop

PROJECTS

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

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