Studio Experience

VR Developer & Locomotion Engineer
Sylvan Studios
May 2016 – Present
(hunterbobeck.me/#OneGiantLeap)

- Engineered the original jet propulsion VR flying locomotion.
- Launched One Giant Leap on Steam, earning 100% positive reviews in Early Access and funding my VR career.
- Answered community demand for customization by modularizing the entire locomotion system
- Started the Moon Motion Toolkit and community Discord.
- Introduced an open-source standard for VR locomotions, impressing over 8,000 people.

Lead Gameplay Programmer, *Batteries Included*
Shadow Shrimp Studio
Sep 2017 – Present
(hunterbobeck.me/#Batteries)

- Coordinated 4 programmers to meet deadlines and resolve merges. Maintained technical docs and project file structure.
- Built system to scale player to/from toy-size, fixing corner cases.
- Engineered diegetic menu interactions (read books to open levels, flip lightswitch to restart, input battery to begin).
- Constructed game scenes, locomotion system, AI actions, and environmental triggers. Provided level designers with hex system.
- Responsible for all Player/object interactions and physics rules.
- Prepared and demoed builds for playtesting. Handled publishing.

Technical Art Director, *Zonder* (zonderapp.com)
Zonder Studios, Inc.
Sep 2017 – Nov 2017

- Designed the app logo and interface iconography.
- Provided consulting on application features and demo screens.
- Coordinated with Software Development and App Design resources to streamline game design goals.
- Converted drawings & concept art into digital finished products.

Skills

Sharp-Witted - Fluent in C#, Unity, SteamVR, and puns.

Spatial Computing - Condenses ideas into interactive virtual objects.

Technically an Artist - Proficient with Photoshop, materials, & particles ✨

Only Solves Problems Once - Collects modular code. Resistance is futile.

Self-Documenting - Uses a consistent, commented coding style.

Current Projects

Project Mandelblot (hunterbobeck.me/#Mandelblot)
Doodal (2D fractal drawing app) meets Tilt Brush. Draw and fly inside of a virtual Sierpinski pyramid at the flick of your wrist.

Moon Motion / Unity Utilities (moonmotionproject.com)
Tackles VR boilerplate problem. Provides a plugin for modular locomotions, dynamic body collision, procedural audio setup, physics modules, camera smoothing, and more. Utility scripts handle interpolation curves, hierarchy controls, coding-style template scripts (e.g. singleton pattern), collision rules, math extensions, camera tracking, procedural generation functions, common rigidbody operations, and various modality enums.

Education

Indiana University   2015-2019
Computer Science, Game Design (VR), Artificial Intelligence, with Honors

Level Up Award • Dean's List • Provost, Hoosier, and Direct Admit Scholarships

Interests

Diegetic virtual UI • Shots of Awe • BennyDaBeast maps • FPS-RTS hybrids • Sniglets • Space art • Alan Watts • The Legend of Drizzt • automation • Slay the Spire • Autohotkey/macros • The Singularity • Skyrim modding & ENBs • flying lucid dreams • skill ceilings • Illidan • freedom of movement • Day[9] • AI/ML • Rick and Morty • /r/SyncedtoMusic/ videos • 𝒫owerset(Interests)