

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




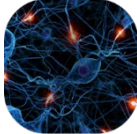







- › HTML, CSS, Javascript, HTML5 Canvas
- › Unity C# and SteamVR
- › Java › Python

Environments

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

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> 