

# Hunter Bobeck



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

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## EDUCATION

**Indiana University (Bloomington)** 2015-2019

- › B. S. in Comp. Sci. - Honors & Dean's List *[pending]*
- › all Game Design courses *[pending]*
- › Hoosier Games studio
- › TeSPA Collegiate Esports
- › C.S. club, Association of Computing Machinery

**Zionsville Community High School** 2011-2015

- › Academic Honors
- › A.P. Scholar with Distinction
- › I.U.P.U.I Computer Science Day Winner
- › tennis team
- › Mu Alpha Theta, Chess Club, 3-D. Printing Club

## ABILITIES

### Talents

- › Highly organized and readable programs
- › Proficiency in rapidly prototyping ideas; experience with responsive development
- › Excellent math and problem solving skills; tendency toward holistic consideration

### Languages

- › HTML, CSS, Javascript, HTML5 Canvas
- › Unity (C#) › Java › Racket › Autohotkey

### Environments

- › Sublime and Emmet › GitHub and Travis CI
- › Unity › Codio › DrRacket › Panda 2

## PROJECTS

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

[HunterBobeck.me](http://HunterBobeck.me)  
*Personal Website*



[One Giant Leap](#)  
*Virtual Reality Space Game*



[KiddandPlayPhotography.com](http://KiddandPlayPhotography.com)  
*Client Website*



[AmeerClothing.com](http://AmeerClothing.com)  
*Client Website*



[NogginBarber.com](http://NogginBarber.com)  
*Client Website*



[Automated Income](#)  
*Presentation Website*



[Flash Mob](#)  
*Generated Text Fantasy Game*



[Deviantart](#)  
*Art Gallery*



[Neural Network Optimization](#)  
*Research*

- › setup a neural network in Python
- › implemented backpropagation
- › tested upon xor logic
- › optimized parameters
- › utilized Python mathematical functions

[Baseball Reporter](#)  
*Article Generator*

- › head designer
- › parsed CSV/JSON
- › provided data retrieval methods
- › created and presented an examples module to data teams

[Warcraft III](#)  
*Custom Game Mods*

- › 8 unique melee maps
- › cinematics with dialogue
- › asset replacements
- › roleplaying adventure
- › various "tug-of-war"s
- › 12 races melee mod