

Hunter Bobeck



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

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EDUCATION

Indiana University (Bloomington) 2015-2019 School of Informatics & Computing

› B. S. in Computer Science, Honors & Dean's List
[pending]

Zionsville Community High School 2011-2015

› Academic Honors
› A.P. Scholar with Distinction
› I.U.P.U.I Computer Science Day Winner

ABILITIES

Talents

› Experience with responsive development
› Highly organized and readable programs
› Proficiency in rapidly prototyping ideas; efficient, fast-paced 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

Personal Website



KiddandPlayPhotography.com

Client Website



AmeerClothing.com

Client Website



NogginBarber.com

Client Website



[Automated Income](http://AutomatedIncome.com)

Presentation Website



[Flash Mob](http://FlashMob.com)

Generated Text Fantasy Game



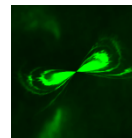
[Deviantart](http://Deviantart.com)

Art Gallery



[The Equivalencies](http://TheEquivalencies.com)

Philosophy Website



[Neural Network Optimization](http://NeuralNetworkOptimization.com) Research

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

[Baseball Reporter](http://BaseballReporter.com) Article Generator

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

[Warcraft III](http://WarcraftIII.com) Custom Game Mods

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