Hunter Bobeck

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Bloomington, IN 47406

hbobeck@iu.edu

website designer, game designer, digital artist, computer scientist

EDUCATION

Indiana University - Bloomington	2015-2019
› B.S. in Computer Science (freshman)	

Zionsville Community High School
› A.P. Scholar with Distinction   › I.U.P.U.I Computer Science Day Winner

PROFILE

Abilities
› Experience with responsive development
› Highly organized and readable programs
» Excellent math and problem solving skills; both critical and holistic thinking
» Proficiency in rapidly prototyping ideas; efficient, fast-paced development

Languages and Tools
» HTML, CSS, Javascript, HTML5 Canvas
› Unity Scripting (C#)   › Java   › Racket

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

PROJECTS

Hunter Bobeck	*(personal site)*	*HunterBobeck.me*	May 2015 - present
Kidd and Play Photography	*(client site)*	*KiddandPlayPhotography.com*	August 2015
Ameer Clothing	*(client site)*	*AmeerClothing.com*	August 2015
Noggin Barber	*(client site)*	*NogginBarber.com*	May 2015
Neural Network Optimization	*(research/poster)*	*backpropagation algorithm*	Sep. 2015 - Dec. 2015

I implemented backpropagation with Python and optimized its parameters.

Baseball Reporter	*(application)*	*github.com/zcs-cs/Baseball-Reporter*	May 2015

I was a head designer on an input-based baseball game article generator.
» parsed CSV and JSON data; provided retrieval methods for each data team
» implemented generative methods; presented an examples module

Automated Income	*(presentation)*	*project on HunterBobeck.me*	May 2015

Discusses the social problem of automation with respect to computer science.

Flash Mob	*(game)*	*project on HunterBobeck.me*	August 2014

Procedurally and randomly generated text adventure game written in Java.

The Equivalencies	*(philosophy)*	*project on HunterBobeck.me*	Nov. 2012 - present
Deviantart	*(art gallery)*	*felewin.deviantart.com*	January 2010 - present