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
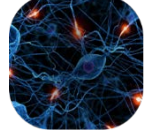 › Excellent math and problem solving skills

Languages

 » HTML, CSS, Javascript, HTML5 Canvas
 » Unity C# & SteamVR**,** Java

Environments

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

PROJECTS   *(most are accessible through http://**HunterBobeck.me**)*

HunterBobeck.me
Personal Website

One Giant Leap
VR Game on Steam

Run a Ton
Android Adventure Game

Backpropagation
Research

AmeerClothing.com
Client Website

NogginBarber.com
Client Website

KiddandPlayPhotography.com
Client Website

Baseball Reporter
Article Generator

Automated Income
Presentation Website

Flash Mob
Procedural Fantasy Game

Deviantart
Online Art Gallery

Warcraft III Modding
Custom Game Mods