Hunter Bobeck

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hbobeck@iu.edu

website designer, game designer, digital artist, computer scientist

PROFILE

Abilities

› Experience with responsive web design

› Highly organized and readable programs

› Driven by a love for creative exploration

› Talent for user experience and presentation

» Excellent math and problem solving skills; both critical and holistic thinking

» Proficiency in rapidly prototyping ideas; efficient, fast-paced development

Languages

» HTML5, CSS3, and Javascript

› Java   › C   › Racket

Tools

» GitHub and Travis CI   » Sublime and Emmet

› Codio   › Notepad++   › DrRacket   › Unity

PROJECTS

Hunter Bobeck	*(personal site)*	*HunterBobeck.me*	May 2015
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
Baseball Reporter	(application)	*github.com/zcs-cs/Baseball-Reporter*	May 2015

Class project that generates an article about a baseball game
based on input data. I was a head designer.

» utilized Git Hub, Travis CI, and Java
» parsed CSV and JSON data; provided retrieval methods for each team
» implemented generative methods; presented an examples module
» validated program functions and structure; debugged output results

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

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

Flash Mob	*(game)*	*github.com/Hunter-Bobeck/Flash_Mob*	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

EDUCATION

Indiana University - Bloomington	2015-2019

» B.S. in Computer Science + Game Design

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