

Hunter Bobeck



« Virtual Reality Developer, Experience Designer, Artist »

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EDUCATION

Indiana University (Bloomington) 2015-2019

- › Computer Sci. B.S. - Honors & Dean's List [by 2019]
- › all Game Design courses [by 2019]
- › 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








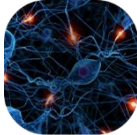



- » Unity C# & SteamVR, Java
- » HTML, CSS, Javascript, HTML5 Canvas

Environments

- » Unity and Visual Studio
- » GitHub and Travis CI
- » Adobe Photoshop & Premiere
- » Sublime, Brackets, Emmet, Codio

PROJECTS

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

<p>One Giant Leap VR Game on Steam</p> 	<p>Towerscape VR Game</p> 	<p>Big Ten Nation Mobile Game Prototype</p> 	<p>Mandelblot VR Fractal Drawer</p> 
<p>HunterBobeck.me Personal Website</p> 	<p>Client Websites Web Development</p> 	<p>Zonder Mobile Game</p> 	<p>Backpropagation Research</p> 
<p>Deviantart Online Art Gallery</p> 	<p>Baseball Reporter Article Generator</p> 	<p>Flash Mob Procedural Fantasy Game</p> 	<p>Automated Income Presentation Website</p> 