# **Hunter Bobeck**

1725 E. Third St. Forest A506 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
<b>Neural Network Optimization</b> <i>(research) backpropagation algorithm</i> Sep. 2015 - Dec. 2015 I implemented backpropagation with Python and optimized its parameters.			
Baseball Reporter (application) project on HunterBobeck.me 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 Discusses the social problem	••	<pre>project on HunterBobeck.me th respect to computer science.</pre>	May 2015
<b>Flash Mob</b> Procedurally and randomly g		<b>project on HunterBobeck.me</b> venture game written in Java.	August 2014
The Equivalencies	(philosophy)	project on HunterBobeck.me	Nov. 2012 - present
Deviantart	(art gallery)	project on HunterBobeck.me	Jan. 2010 - present