



## Studio Experience

### VR Developer & Locomotion Engineer

Sylvan Studios

May 2016 – Present

([hunterbobek.me/#OneGiantLeap](https://hunterbobek.me/#OneGiantLeap))

- Engineered the original jet propulsion VR flying locomotion.
- Launched [One Giant Leap](https://hunterbobek.me/#OneGiantLeap) on Steam, earning 100% positive reviews in Early Access and funding my VR career.
- Answered community demand for customization by modularizing the entire locomotion system
- Started the [Moon Motion Toolkit](https://hunterbobek.me/#MoonMotionToolkit) and community Discord.
- [Introduced an open-source standard](https://hunterbobek.me/#MoonMotionToolkit) for VR locomotions, impressing over 8,000 people.

### Lead Gameplay Programmer, Batteries Included

Shadow Shrimp Studio

Sep 2017 – Present

([hunterbobek.me/#Batteries](https://hunterbobek.me/#Batteries))

- Coordinated 4 programmers to meet deadlines and resolve merges. Maintained technical docs and project file structure.
- Built system to scale player to/from toy-size, fixing corner cases.
- Engineered diegetic menu interactions (read books to open levels, flip lightswitch to restart, input battery to begin).
- Constructed game scenes, locomotion system, AI actions, and environmental triggers. Provided level designers with hex system.
- Responsible for all Player/object interactions and physics rules.
- Prepared and demoed builds for playtesting. Handled publishing.

### Technical Art Director,

*Zonder* ([zonderapp.com](https://zonderapp.com))

Zonder Studios, Inc.

Sep 2017 – Nov 2017

- Designed the app logo and interface iconography.
- Provided consulting on application features and demo screens.
- Coordinated with Software Development and App Design resources to streamline game design goals.
- Converted drawings & concept art into digital finished products.

## Skills

**Sharp-Witted** - Fluent in C#, Unity, SteamVR, and puns.

**Spatial Computing** - Condenses ideas into interactive virtual objects.

**Technically an Artist** - Proficient with Photoshop, materials, & particles 🧙

**Only Solves Problems Once** - Collects modular code. Resistance is futile.

**Self-Documenting** - Uses a consistent, commented coding style.

## Current Projects

### Project Mandelblot

([hunterbobek.me/#Mandelblot](https://hunterbobek.me/#Mandelblot))

Doodal (2D fractal drawing app) meets Tilt Brush. Draw and fly inside of a virtual Sierpinski pyramid at the flick of your wrist.

### Moon Motion / Unity Utilities

([moonmotionproject.com](https://moonmotionproject.com))

Tackles VR boilerplate problem. Provides a plugin for modular locomotions, dynamic body collision, procedural audio setup, physics modules, camera smoothing, and [more](#). Utility scripts handle interpolation curves, hierarchy controls, coding-style template scripts (e.g. singleton pattern), collision rules, math extensions, camera tracking, procedural generation functions, common rigidbody operations, and various modality enums.

## Education

### Indiana University

2015-2019

Computer Science, Game Design (VR), Artificial Intelligence, with Honors

Level Up Award • Dean's List • Provost, Hoosier, and Direct Admit Scholarships

## Interests

Diegetic virtual UI • Shots of Awe • BennyDaBeast maps • FPS-RTS hybrids • Sniglets • Space art • Alan Watts • The Legend of Drizzt • automation • Slay the Spire • Autohotkey/macros • The Singularity • Skyrim modding & ENBs • flying lucid dreams • skill ceilings • Illidan • freedom of movement • Day[9] • AI/ML • Rick and Morty • /r/SyncedtoMusic/ videos • Powerset(Interests)