

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








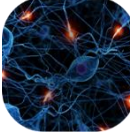




- › Driven by a love for creative exploration – especially with respect to procedural techniques
- › Proficiency in rapidly prototyping ideas; experience with responsive development
- › Elegant, artistic, and immersive user experience designs; highly organized and readable programs
- › Excellent math and problem solving skills

Languages & Environments

- › C# for Unity & SteamVR, using Visual Studio
- › Java experience writing programs and games
- › AI & image processing work in Python
- › HTML, CSS, Javascript, HTML5 Canvas for websites
- › GitHub & Travis CI
- › Adobe Photoshop & Premiere

PROJECTS

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

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