

Hunter Bobeck



« experience designer, computer scientist, philosopher »

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EDUCATION

Indiana University (Bloomington) 2015-2019

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




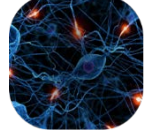







- › HTML, CSS, Javascript, HTML5 Canvas
- › Unity C# & SteamVR, Java

Environments

- › Unity and Visual Studio
- › GitHub and Travis CI
- › Sublime, Brackets, Emmet, Codio
- › Photoshop

PROJECTS

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

HunterBobeck.me Personal Website 	One Giant Leap VR Game on Steam 	Run a Ton Android Adventure Game 	Backpropagation Research 
AmeerClothing.com Client Website 	NogginBarber.com Client Website 	KiddandPlayPhotography.com Client Website 	Baseball Reporter Article Generator 
Automated Income Presentation Website 	Flash Mob Procedural Fantasy Game 	Deviantart Online Art Gallery 	Warcraft III Modding Custom Game Mods 