Hunter Bobeck



« website designer, game designer, digital artist, computer scientist, philosopher »

1725 E. Third St. Forest A506 Bloomington, IN 47406

hunterbobeck.me linkedin.com/in/hunterbobeck

hdbipod@gmail.com hbobeck@iu.edu

EDUCATION

Indiana University (Bloomington)

2015-2019

2011-2015

- > B. S. in Comp. Sci., Honors & Dean's List [pending]
- > all Game Design courses [pending]
- > Hoosier Games studio
- > TeSPA Collegiate Esports
- » C.S. club, Association of Computing Machinery
- > Academic Honors
- > A.P. Scholar with Distinction
- > I.U.P.U.I Computer Science Day Winner

Zionsville Community High School

- > tennis team
- » Mu Alpha Theta, Chess Club, 3-D. Printing Club

ABILITIES

Talents

- > Highly organized and readable programs
- » Proficiency in rapidly prototyping ideas; experience with responsive development
- » Excellent math and problem solving skills; tendency toward holistic consideration

Languages

- » HTML, CSS, Javascript, HTML5 Canvas
- > Unity (C#) → Racket → Java → Autohotkey

Environments

- » Sublime and Emmet » GitHub and Travis CI
- > Unity > Codio > DrRacket → Panda 2

PROJECTS

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

HunterBobeck.me **Personal Website**



Automated Income

Presentation Website

KiddandPlayPhotography.com **Client Website**



Flash Mob Generated Text Fantasy Game





Deviantart Art Gallery



NogginBarber.com

Client Website

The Equivalencies Philosophy Website



Neural Network Optimization Research

- > setup a neural network in Python
- > implemented backpropagation
- > tested upon xor logic
- > optimized parameters
- > utilized Python mathematical functions

Article Generator

- parsed CSV/JSON
- > provided data retrieval methods
- > created and presented an examples module to data teams



- > 8 unique melee maps
- > cinematics with dialogue
- > asset replacements
- > roleplaying adventure
- > various "tug-of-war"s
- > 12 races melee mod



