Hunter Bobeck

« **Virtual Reality Developer, Experience Designer, Artist** »

1801 E. Jones Dr. Spruce Hall
Bloomington, IN 47406

hunterbobeck.me
linkedin.com/in/hunterbobeck

hdbipod@gmail.com
hbobeck@iu.edu

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

» Unity C# & SteamVR**,** Java
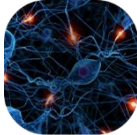» HTML, CSS, Javascript, HTML5 Canvas

Environments

» Unity and Visual Studio
» GitHub and Travis CI
» Adobe Photoshop & Premiere
» Sublime, Brackets, Emmet, Codio

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

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*