Hunter D. Bobeck

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VR Programmer
Virtual Reality, Technical Art, Game Programming

Profile

› Passion for building and improving VR experiences
› Expertise in texture generation: terrains, materials, nebulae, fractals, planets, and more
› Driven by a love for creative exploration – especially in respect to wave and fractal techniques
› Ability to rapidly prototype ideas; proficiency with responsive, modular, and procedural development
› Excellent math skills, especially for 3D patterns
› Technical skills: C#, Unity, Visual Studio; Java; Python; HTML5, CSS, Javascript; Git; Photoshop, Premiere

Professional Experience

Chaotic Good Games, Bloomington, IN   Sep. 2017 – Present
:: Lead Gameplay Programmer, Technical Artist
› Designed, programmed, and polished the player experience in the VR game *Imaginarium*
› Led a team of agile programmers by managing tasks, merging sprints, sorting out version control conflicts, documenting functionalities, writing developer posts, and presenting gameplay at expos
› Implemented locomotion and smooth scaling, AI behaviors, environmental triggers, and more
› Produced technical art ranging from procedural content and shaders to logos, covers, and videos

Sylvan Studios, Zionsville, IN   Jan 2014 – Present
:: VR Developer
› Designed and published multiple VR indie games and experiences on Steam, Itch.io, and Git
› Experimented in the VR space to establish locomotive methods and mediums for artistic expression
› Explored fantasy/scientific concepts such as wizardry, spaceflight, fractal painting, and VR lucidity
› Prepared modular, highly organized code for other VR developers
:: Web Developer
› Developed and maintained mobile-responsive websites commissioned by clients

Zonder Studios Inc.   Sep. 2017 – Nov. 2017
:: Technical Art Director
› Converted concept art for app icons, interfaces, and logos to digital finished products

Indiana University, Bloomington, IN   June 2017 – Dec. 2017
:: App Developer
› Prototyped a mobile multiplayer game for the Big Ten Network

Education

➢ **Indiana University**, Bloomington, IN   2015 – 2019
  o Computer Science Major, Honors, Artificial Intelligence Specialization
  o Awards: Provost Scholarship, Direct Admit, Hoosier Scholarship, Level Up Award

➢ **Zionsville Community High School**, IN   2011 – 2015
  o Academic Honors, AP Scholar with Distinction