Hunter D. Bobeck

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| 1801 E. Jones Dr.  Bloomington, IN 47406 | [hbobeck@iu.edu](mailto:hbobeck@iu.edu)  [hunterbobeck.me](http://hunterbobeck.me/) |

**VR Programmer**Virtual Reality, Game Programming, Technical Art

**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  
**›** Strong math skills, especially for 3D patterns  
**›** Technical skills: C#, Unity, Visual Studio; Java; Python; HTML5, CSS, Javascript; Git; Photoshop, Premiere

**Professional Experience**

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| **Chaotic Good Games, Bloomington, IN  :: Lead Gameplay Programmer, Technical Artist** | Sep. 2017 – Present |
| **›** 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 | |

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| **Sylvan Studios, Zionsville, IN  :: VR Developer** | Jan 2014 – Present |
| **›** 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 code for other VR developers | |
| **:: Web Developer** | |
| **›** Developed and maintained mobile-responsive websites commissioned by clients | |

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

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

**Education**

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

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