

# BOBBY SPECK

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Pasadena, CA

## EDUCATION

M.S. Digital Media, Drexel University :: 2013 ::  
*Thesis: Designing Asymmetrical Collaborative Gameplay for Heterogeneous Device Ecosystems*

B.S. Digital Media, Drexel University :: 2012 ::  
Magna Cum Laude, Honors with Distinction

## EXPERIENCE

Interactive Experience Developer :: Magnopus  
September 2016 – Present :: Los Angeles, CA

- :: Create Virtual Reality experiences using Unreal Engine 4 and the Unity game engine
- :: Missions system development and implementation, navigation/loading, tools creation on Emmy Award-nominated Oculus Rift experience "Mission:ISS"
- :: Created gameplay features in Blueprints and C++ on "Blade Runner 2049: Memory Lab"; gameplay features and Sequencer integrations on an internal Unreal title

Freelance Unity3D Developer :: Tangerine Apps  
Febr. 2016 :: Playa Vista, CA

- :: Optimized HTC Vive-based Disney "Jungle Book Kaa VR" experience shown in IMAX theaters
- :: Shader extension/development, incl. Unity 5 Standard shader extension
- :: Unity editor/controllers C# scripting
- :: Lightmaps optimization
- :: DirectX 11 / SteamVR configuration

Lead Unity3D Developer :: GLIDE Lab at Drexel  
University :: 2013 – 2014 :: Philadelphia, PA

- :: "Keys to the Collection" educational iOS game in partnership with the Barnes Foundation
- :: Module-based dynamic level creation, character creation, and Vuforia Augmented Reality
- :: Managed game metrics collection, external server integration for account creation and asset uploads
- :: Unity C# scripting for three mini-games and game overworld (endless runner, mesh painting, grid-based puzzles)

## SKILLS

Tools: Unity3D, Unreal Engine 4, Xcode, Adobe Suite, Maya, MonoDevelop, Visual Studio, Git, Perforce

Languages: Blueprints, C#, ObjectiveC, C++, JavaScript, HTML, CSS, ActionScript, Python

Freelance Unity3D Developer :: Drawsta  
March 2016 – September 2017 :: Pasadena, CA

- :: Develop and maintain code base and layout for "Drawsta" Vuforia AR-based fashion iOS app
- :: Augmented Reality playback of 2D/3D animations displayed from remote server
- :: Social services integrations (Facebook, Twitter, Messages, and native Instagram plug-in)
- :: Unity 3D C# scripting, incl. asset bundle creation and Xcode native bridge integrations

Freelance Mobile/Web Developer :: EP Visual  
Jan. 2014 – Jan. 2016 :: Exton, PA

- :: Extended functionality and APIs for in-house websites/applications
- :: External asset capabilities, JSON data integration, interface builder and use case development
- :: Unity C# and JavaScript scripting, object animation scripting, and Xcode native bridge integrations
- :: QA role on in-house application development

Adjunct Professor :: Game Design & Production ::  
Drexel University :: 2012 – 2015 :: Philadelphia, PA

- :: Co-designed curriculum for "Advanced Game Art Production" course and taught introduction to gaming curriculum progression
- :: Instructed students on game development concepts, as well as shader development, Unity C#/JavaScript scripting, procedural asset generation and animation, particle effects, image effects, and lighting