

John S. Skogsberg

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EDUCATION

Bachelor of Science, Mechanical Engineering

Bachelor of Science, GIMM (Games, Interactive Media and Mobile)

Boise State University, Boise, ID

Graduated: May 2022

SUMMARY

- 9 years of experience with 3D modeling software
- 4 years of game design and app development
- 6 years of video editing experience with skill development and outreach videos
- 4 years of eSports coaching experience

TECHNICAL SKILLS

- **3D Engineering Modeling Design:** SolidWorks, Auto desk Inventor
- **3D Design Modeling:** Blender, Maya, Nomad, Houdini
- **2D Editing programs:** Adobe: Premier Pro, Illustrator, Animate, Photoshop, Magix editing software
- **Development Experience** Unity C#, Flash, HTML, C++, Arduino, and Java
- **Personnel Skills** Problem solving, Creativity, Public speaking, multi-disciplined

EMPLOYMENT

Instructor of Records, GIMM Department, Boise State University

January 2023–present

- Planning and conducting curriculum for GIMM 375 (Advance Game Design)
- Instruction and student support

Dev Team, GIMM Department, Boise State University

February 2021– June 2022

- Worked as Designer / Developer / 3D modeler / Project Manager / Engineering tasks
- Produced 3 AR apps
- Developed in C# and Unity, Team collaboration and GitHub management
- Curated detailed technical reports and documentation. (Game Design Documents and Client Specs)

Idaho F3 Coalition Intern, Idaho STEM Action Center

January 2018 – May 2018

- Gained experience with media production
- Gathered and edited promotional footage

Design Engineer, Hydroblend International Corp.

May 2017 – January 2018

- Curated documentation and database of all the company's designs
- Updated old hand drawn drafts / AutoCAD drawings into Solidworks models / drawings
- Fixed / future proofed old and broken files
- Developed new product designs

INVOLVEMENT / VOLUNTEERING

- **HP Scholars** (Summer 2020) An online internship program involving company seminars and projects
- **Idaho FIRST FRC Regional** (Fall 2016 – present) Event Assistant and Video Production for the largest high school robotics competition in Idaho that brings in teams from all over the world
- **FIRST FRC** (First Robotics Competition) Team #2122 (April 2015 – September 2016) Design Lead, Sub Team Lead, Mechanical team, 3D modeling in SolidWorks
- **FIRST FRC** (First Robotics Competition) Team #1891 (July 2012 – April 2015) President, Design Lead, Mechanical team, 3D modeling in Inventor
- **Rock of Honor Memorial Board** (August 2011 – present) Project Researcher and event assistance for presentations during Veteran's Day and Memorial Day services
- **Eagle Scout** with 7 Palms (Fall 2011) (Troop 156 and Crew 60)
- **Vigil Honor member of Order of the Arrow** - Boy Scouts National Honors Society (August 2012 – present)

ACTIVITIES / CLUBS

- **Autonomous Robotics Club** (Fall 2020 – Spring 2021) Mechanical design and programming support
- **International Coach** (Summer 2018 – Fall 2018) Provided virtual management, coaching (player, strategy, scouting, disciplinary)
- **Bronco Tournament Gaming**, Boise State University, Boise, ID (Fall 2017 – May 2022)
 - Roles included: Cabinet Member, Game Coordinator, Financial Officer, and Approved Spender.
- **Bronco Nerf Club** (Fall 2019 – Spring 2020) – Roles include: Founder and Financial Officer
- **Various Esports Coaching and Management** (Fall 2017 – May 2022) Provided virtual management, coaching (player, strategy, scouting, disciplinary), recruitment, and event management.

