

Aaron Wohleb

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EDUCATION

University of Nebraska-Lincoln *August 2024 - May 2028*

Major: Computer Engineering | **Minors:** Business and Mathematics | **GPA :** 4.00

Jeffrey S. Raikes School of Computer Science and Management: Selective honors program combining key aspects of leadership, computer science, and innovation with a focus on design thinking and real world experience (40± students admitted per year.)

Relevant Coursework: Data Structures and Algorithms (Python) | Computer Organization | Embedded Systems | Circuits I | Machine Learning | Unix Programming

EMPLOYMENT

APPA - Leadership in Education Facilities (Website Developer and Data Intern).....*April 2025 - Present*

- Collaborated on the design and development of a new company website, contributing to both functionality and visual appeal
- Built and optimized website navigation and site structure using **HTML & CSS**, improving usability and user experience
- Cleaned, organized, and standardized large datasets to improve accuracy and efficiency of internal operations

Scheels (Customer Service).....*July 2022 - October 2024*

- Respond to customer and employee problems using tools (OMS, POS) to identify solutions and create compromises
- Manage the distribution of refunds, product exchanges, and donations on a case to case basis

PROJECTS – (See Portfolio: www.aaronwohleb.github.io)

Unreal Engine (C++) 3D Development*August 2025 - Present*

- Developed combat, hit detection, and animation systems in Unreal Engine using **C++ and Blueprints**
- Implemented AI-controlled opponents and dynamic camera systems for fluid and engaging gameplay
- Optimized runtime performance via profiling and code refactoring to maintain stable 60 FPS

Unity (C#) Mobile Game Development.....*April 2024 - Present*

- Built and debugged core gameplay systems and responsive controls in **C#** and Unity
- Optimized gameplay performance by profiling bottlenecks and refactoring inefficient scripts
- Applied **agile iteration and scope management** to integrate user feedback and prevent feature creep

SKILLS

Languages: C#(Proficient), Java(Proficient), SQL(Intermediate), HTML & CSS(Intermediate), Python(Intermediate), C++(Novice)

Software: Revit, Git, VS Code, Eclipse, MATLAB, Microsoft Excel, Unity, Unreal Engine

Clifton-Strengths: Belief, Learner, Achiever, Individualization, Analytical

INVOLVEMENTS

Nebraska Human Resources Institute: One-on-one leadership development program for exceptional local students; build strong mentoring relationships through weekly sessions focused on trust, communication, and positive influence

KRA (Kauffman Residents' Association): Organize building wide events and the distribution of money for student goods

Girls Code Lincoln: Support and facilitate clubs for K-12 girls learning HTML, web development, and Python

UNL Game Development Club: Create games individually or communally focusing on development, design, and coding