Adam Bobich

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EDUCATION

Bachelor of Science, Computer Science | GPA: 3.83   June 2027
Oregon State University, Honors College   *Corvallis, Oregon*
Specialization in Applied Computer Science, Artificial Intelligence | Dean's List
Relevant Coursework: AI, Operating Systems, Parallel Programming, Networks, Software Engineering

EXPERIENCE

Hackathon Developer Intern   Jun. 2025 - Present
Hackathon Club, Oregon State University
- Contributed to Next.js + Prisma platform for submission and judging, supporting 1,000+ participants
- Built 6 team management pages from scratch, implementing full workflows for team creation, browsing, profiles, and invite links that integrate with the platform's submission infrastructure
- Developed admin console enabling comprehensive user management, team oversight, and judge assignment to streamline hackathon operations

Undergraduate Developer Researcher   Apr. 2025 - Jul. 2025
Charisma Robotics, Oregon State University
- Constructed web page and animations for Charisma's "CharismaBot," a conversational AI system
- Developed Python middleware to bridge AI backend and frontend using WebSocket communication
- Implemented multi-threaded architecture ensuring responsive user experience during AI processing

Developer Intern   Jun. 2022 - Jun. 2023
Bittner Development Group, Redwood City, California
- Programmed interactive content for 9+ Norton textbooks using reaching tens of thousands of students across dozens of universities
- Engineered web features, QA, and DevOps for 20+ interactive chapters using Ruby and React

PROJECTS

(Portfolio: www.bobich.us)
Unity Applications   Sep. 2023 - Present
- Served as project manager for 6-person team developing a competitive party game in Unity, coordinating sprint planning, task delegation, and collaboration between designers and engineers
- Developed 3 Unity games and 8+ prototypes in C# exploring experimental game mechanics
- Built interactive visualization tools to render and manipulate graphs, trees, and algorithms

Web Development   Nov. 2022 - Present
- Developed 2 AI web applications for 24-hour hackathons utilizing Google Gemini, Python APIs, and cloud hosting (artsii.design | foodfilter.onrender.com)
- Constructed 12+ web applications using Next.js/React and deployed via Vercel and GitHub Pages

SKILLS

Python | C | C# | Java | Next.js | React.js | HTML | JavaScript | OpenGL | SQL | Git
Web Development | Game Development | Parallel Programming | GPU Programming