

# Adam Bobich

San Carlos, California

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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

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## EXPERIENCE

**Software Engineer**

Jun. 2025 - Present

*BeaverHacks, Oregon State University*

- Contributed to technological infrastructure using Next.js + Prisma that scaled hackathon from 50 to 300+ participants, supporting submission and judging workflows for 1,000+ total 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
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## PROJECTS

(Portfolio: [www.bobich.us](http://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](https://artsii.design) | [foodfilter.onrender.com](https://foodfilter.onrender.com))
  - Constructed 12+ web applications using Next.js/React and deployed via Vercel and GitHub Pages
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## SKILLS

Python | C | C# | Java | Next.js | React.js | HTML | JavaScript | OpenGL | SQL | Git

Web Development | Game Development | Parallel Programming | GPU Programming