

Victor Oben

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Education

Georgia Tech
BS Mechanical Engineering

May 2016

Self-Taught
Computer Science Fundamentals

May 2016 - Present

Skills

Languages: Python, Java, LaTeX, SQL, XML, Material Design

Tools & Environments: Linux, Google AppEngine, Git, Bash, Arduino, Gradle, MATLAB, LabVIEW

Commitment: Willing and eager to learn for the job as quickly as the documentation allows!

Experience

Software Engineer
Oben Development

July 2016 - Present

- Developed the following five Android applications over five months: Stocks, Gradle Joke Telling, Fiery Kirby, Brick Game, Android Movies.
- Diagnosed and debugged issues across apps, bringing each from idea stage to production-ready state.
- Implemented accessibility features, increasing usability for users with visual and age limitations.
- Created animations and physics effects to create fun and engaging experiences.
- Implemented complex vector match to render and update entities, handle input, and detect collisions.
- Used Gradle to fork multiple flavors and libraries, and enforce build dependencies.

Mechanical Engineering Intern
FirstEnergy Nuclear

August 2013 – December 2013

- Managed 5-person team conducting Eddy Current testing, ensuring NRC zero incident standards.
- Enabled rapid testing of waterboxes by preparing critical functional locations for scoring.
- Performed on-site search for Boric acid and developed reports of findings. Recognized by site Vice President for outstanding work.

Projects & Organizations

Technical Team Lead
Automated Clothes Folding Machine

February 2016 – May 2016

- Designed and built an automated clothes folding device. Successfully created functional prototype within three months, under project budget.

Atlanta Android Developers, Member

GITMAD - Georgia Institute of Technology Mobile Application Development, Member

Robojackets, Member