Brian Hoglund

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Professional Summary

Junior software developer with 2 years of experience building computer graphics applications for Windows Desktop and the web. Experienced in delivering high quality software to customers in a fast-paced team environment. Passionate about utilizing AR/VR technologies to solve challenging problems in support of the Warfighter for the Naval Undersea Warfare Center.

Experience

Naval Undersea Warfare Center, Keyport WA

Aug 2020 - Present

Develops software applications and performs data analysis. Leads the current AR/VR efforts within the Depot at Keyport

Nova Dynamics, 517 N 19th Street Philomath, OR 97373

March 2020 - May 2020

Worked in a freelance capacity to develop a web application for Nova.

Oregon State University, Corvallis OR

Sep 2018 - June 2020

Developed software tools for data analysis and visualization to drive research efforts with the TeachEngineering.org project.

Technical Skills

- Computer Graphics Programming
- Unity 3D
- Augmented and Virtual Reality
- C# Scripting and Object Oriented Programming
- 3D Modeling and Animation
- Open GL, DirectX and Vulkan Software Development

Education

Oregon State University

Bachelor of Science in Mathematics   June 2016

Cumulative GPA: 3.66

Oregon State University

Bachelor of Science in Computer Science   June 2020

Cumulative GPA: 3.87