Adam Oberg

OSU Computer Science Graduate

Adam Oberg
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Skills

Programming Languages: C, C++, Rust, Java, Python

Scripting Languages: JavaScript, C#, Lua

Web Development: HTML, CSS, Vue.js, React.js, SQL

Computer Graphics: OpenGL, GLSL, Photoshop, Blender, Video Editing

Game Development: Unreal Engine, Unity Engine

Soft Skills: Problem Solver, Adaptive Learner, Teamwork, Meticulous, Friendly

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Experience

Student Software Engineer
Spring 2020 - Spring 2021, The Sustainability Office at Oregon State University

I created and managed website applications using vue.js. My responsibilities included maintaining website applications, UX design, backend data management with SQL, and website application building with vuejs . I was also tasked with measuring steam, water, and electrical meters around campus.

Eco2Go Collections
October 2019 - Spring 2020, Oregon State University UHDS

During my time at UHDS I was tasked with collecting Eco2Go containers. This entailed mostly independent work that was not supervised. Collecting Eco2Go containers was very time sensitive and required planning and preparation skills in-order-to successfully do the work.

Worker for Spoleto's Pizzeria and Winery
July 2019- September 2019, Sweet Home, OR

During my time at Spoleto's I was tasked with keeping the restaurant clean, ensuring a satisfactory atmosphere for the customers, cooking , and keeping my work area clean.

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Education

Oregon State University, College of Engineering
Major: BS Computer Science, Simulation and Game Programming
Spring 2019 Dean's List
September 2018 - June 2022, Corvallis, OR