Adam Oberg

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EXPERIENCE

Intel Corporation | *Test Floor Support Technician*   Hillsboro, OR | Aug 2022 - Present
- Assisted in the testing of silicon processing chips by processing them through various testing machines
- Recorded chip IDs while sorting them and ensuring proper delivery to testing modules
- Assisted in repair of various chip testing machines

Oregon State University The Office of Sustainability | *Student Software Engineer* Corvallis, OR | Spring 2020 - Spring 2021
- Developed several full-stack applications using Vue.js, Docker, and SQL on AWS
- Measured and Tracked utility meters around campus using an Excel spreadsheet.
- Designed databases using Entity Relationship Diagrams, Relational Schemas, Star Schemas, and SQL DDL statements

PROJECTS

Project Space | *Team Lead / Graphics Engineer*   Senior Capstone | Sep 2021 - May 2022
- Developed a fully custom game engine using OpenGL and C++
- Lead a team of 4 members towards a successful completion of the project and presentation at the 2022 OSU Engineering Expo
- Designed 3D models and textures for game components using Blender
- Recorded project progress via an agile workflow routine
- Developed in OpenGL, C++, and Blender

Add-on Development | *Developer*   World of Warcraft (WoW) / Risk of Rain 2 (RoR2) | Sep 2016 - Present
- Developed an add-on allowing users to organize and apply raid buffs in WoW TBC Classic using Lua
- Created a custom pickup item for Risk of Rain 2 that involved modeling, photo-shop, and C# code
- Designed a add-on that allowed users to randomly select mounts from their inventories using Lua

Paper Toss Simulator | *Developer*   Virtual and Augmented Reality | Spring 2022
- Paper Toss Simulator is a Virtual Reality experience that allows users to toss paper into various baskets for points. They can then use these points to purchase various different skins for their paper balls.
- Designed 3D models, textures and particle effects for game components using Blender and the Unreal Engine 4 editor

Flow Simulation | *Developer*   Computer Graphics Geometric Modeling | Winter 2022
- Created a real time realistic flow simulation that allowed the user to use their mouse to add density and force to a fluid and simulate that fluids flow effects.
- Developed in OpenGL, C++, and GLSL

EDUCATION

Oregon State University | *B.S. in Computer Science*   Corvallis, OR | Sep 2018 - June 2022
- College of Engineering, GPA: 3.25
- Relevant Coursework: Intro to Computer Graphics, Computer Graphics Geometric Modeling, Computer Graphic Shaders, Virtual and Augmented Reality, Computer Animation, Senior Capstone, Vector Calculus

SKILLS

- Programming: C, C++, Rust, Java, Python, JavaScript, C#, Lua, HTML, CSS, Vue.js, React.js, SQL
- Technologies: Atom, Visual Studios, Blender, Unreal Engine, Unity Engine, Linux, Windows
- Computer Graphics: OpenGL, GLSL, Photo-shop, Blender, Video Editing
- Soft Skills: Problem Solver, Adaptive Learner, Teamwork, Meticulous, Friendly, Leadership