

John Skogsberg

john_skogsberg@msn.com ♦ (208) 794-3806 ♦ [LinkedIn](#) ♦ [Portfolio Website](#) ♦ Meridian, ID

Mechanical Engineer ♦ Design Engineer ♦ 3D Modeler ♦ Software Developer

Accomplished and innovative Mechanical Engineer with a passion for design and 3D modeling. Adept at translating creative concepts into tangible solutions with a solid foundation in engineering principles and proficiency in various design and CAD software. Committed to continuous learning, sustainability, and safety, coupled with a demonstrated ability to lead and collaborate within multidisciplinary teams. With a track record of successfully completing challenging projects, brings creativity, precision, and an unwavering dedication to excellence to every endeavor.

CORE EXPERTISE

Design and Development	Project Management	New Product Development	Safety
Design Documentation	Communication	CAD Customization	Sustainability
3D Modeling and Animation	Leadership and Teamwork	Prototyping	Innovation

EXPERIENCE

Instructor of Records, Boise State University: *Boise, ID* **January 2023 – May 2023**

- Assisted faculty professor with a brand name class, GIMM 375 Advance Game Design. Taught 3 lectures to undergraduate students studying UX design, world design, physics, and optimization in 3D modeling.
- Collaborated with professor to develop and modify new curriculum, lectures, and student support activities for 10 lectures.

Development Team Member, Boise State University – GIMM Works Development Team: *Boise, ID* **February 2021 – June 2022**

- Collaborated with team members to design and develop interactive media projects, including mobile applications, video games, and other digital experiences, producing 3 artificial reality (AR) apps and publishing 1 AR title with 2 pending.
- Created 3D models, textures, and animations for use in games and interactive media projects, ensuring quality and realism of 3D assets to enhance user experiences.
- Acted as a project manager, coordinating tasks, timelines, and resources for successful project execution. Monitored project progress, identified potential roadblocks, and addressed issues.
- Applied engineering principles to solve technical challenges related to media and game development, optimizing code, graphics, and performance.
- Worked closely with a diverse team of designers, developers, artists, and engineers to bring projects to life.

Intern, Idaho F3 Coalition, Idaho STEM Action Center: *Boise, ID* **January 2018 – May 2018**

- Assisted in the planning and coordinating of STEM education programs and events. Gathered and edited promotional footage of events, learning in media production.
- Advised and guided teachers and industry professionals through educational options to enhance their professional development to meet future workforce needs.

Design Engineer, Hydroblend International Corporation: *Boise, ID* **May 2017 – January 2018**

- Curated and maintained a comprehensive documentation system and database for all company designs.
- Updated legacy hand-drawn drafts and AutoCAD drawings into modern SolidWorks models and drawings.
- Collaborated with cross-functional teams to develop innovative cost-effective new product designs that meet customer needs and industry standards.
- Identified and rectified issues in old, broken design files to ensure functionality. Implemented a robust configuration management system to streamline the design process and future-proof design assets.
- Created a comprehensive video training program to onboard and educate new hires in the Design Engineer role.

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Intern, HP (Scholars Program): *Remote*

June 2020 – August 2020

- Participated in training sessions, workshops, and seminars to enhance STEM knowledge and skills. Learned about HP's culture and the way the company functioned as a corporate entity in workforce development training program.

TECHNOLOGY

3D Engineering Modeling Design: SolidWorks, Inventor, OnShape

3D Design Modeling: Blender, Maya, Nomad, Houdini

2D Drafting: AutoCAD

Languages: C#, HTML, Java, Arduino

Adobe: Premier Pro, Illustrator, Animate, Photoshop

App Development: Unity

AFFILIATIONS

FIRST Robotics

August 2012 – Present

- **Media Production and Event Assistant**, FIRST Idaho (2015 – Present)
- **Design Lead/Sub Team Lead/Mechanical Team/3D Modeling**, FIRST Robotics Competition Team #2122 (2015-2016)
- **President/Design Lead/Mechanical Team/3D Modeling**, FIRST Robotics Competition Team #1891 (2012-2015)

Eagle Scout, Boy Scouts of America

August 2012 – Present

Vigil Honor Member of Order of the Arrow, Boy Scouts National Honor Society

August 2014 – Present

Board Member, Rock of Honor Memorial

June 2011 – Present

Coach, International Esports (Overwatch)

June 2018 – May 2022

Mechanical Design and Programming Support, Autonomous Robotics Club at BSU

August 2020 – May 2021

Founder and Financial Officer, Bronco Nerf Club

August 2019 – May 2020

EDUCATION & CERTIFICATIONS

Bachelor of Science in Mechanical Engineering, Boise State University | 2022

Bachelor of Science in Games, Interactive Media, and Mobile Technologies, Boise State University | 2022

Certified SOLIDWORKS Associate in Mechanical Design | 2021