

# OBADIAH BERNSTEIN

CREATIVE TECHNOLOGIST

## CONTACT

✉ obadiah.bernstein@chatham.edu

🌐 Update soon

📍 Pittsburgh, PA 15217

## SKILLS

**3D Softwares:** Blender, Cinema4D, Maya, ZBrush, Houdini

**Game Design Engines:** Unity, Unreal Engine

**Coding:** C#, Python, Javascript, C++, Various IDE's (Rider), Creative Coding

**Hardware:** Meta Quest, Looking Glass, PC, Tilt 5

**Audio:** Audacity, Abelton, FL Studios

**Visual Development:** A.Illustrator, A.InDesign, A.Photoshop, A.Lightroom, A.Premiere, A.Fresco, A.Painter, DaVinci Resolve

**Project Management:** Plastic, Git, Github, Microsoft Teams, Monday, Jira

## EDUCATION

**Chatham University**  
Pittsburgh PA

Bachelors of Arts  
Immersive Media  
2022-2026

## WORK EXPERIENCE

### Teaching Assistant

**Carnegie Mellon University and Chatham University  
Joint Program**

2022-2024

- Full time teaching assistant for a joint program funded and managed by Frank-Ratchye Studio for Creative Inquiry and Carnegie Mellon University's
- Extended Reality Technology Center Coached students to deliver novel 3d modeling tools using the Clayze package, real-sense cameras, looking glass, Arduinos, and Meta Quests
- Assisted with faculty research, digitization of historical artifacts from the Olkes collection

### .NET MAUI Developer Intern

**W.J.BeitlerCo.**

2025-Current

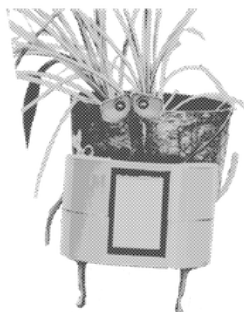
- Developed frontend interfaces in .NET MAUI, implementing responsive XAML pages and UI components.
- Integrated custom libraries to construct application functionality
- Utilized SQL Management Studio to log, query, and track operational data
- Built automated batch file tools to streamline ADB device connections for the team
- Debugged scripts and applied standardized testing methods to improve reliability
- Refactored legacy Web API controller classes to align with code-generation-based architecture

## PROJECTS

### Plunter (*Plant health Gen AI robot*)

- Developed and programmed robotics software and housing.
- Made pinout diagrams for wiring.
- Researched parts and implementations.
- Trained generative voice model on unique dataset.
- Used multiple programming languages to make a standalone device with local Computer and microcontroller.

## PROFILE



My name is Obadiah Bernstein, and I create digital technology projects that build immersive relationships between users and their environments. I graduated from Chatham University with a degree in Immersive Media, where I developed software projects and experience in programming and digital development workflows. As a Studio Assistant in Chatham's Immersive Media department, I built robots, led workshops, and helped teach technical concepts to beginner programmers. These experiences strengthened my skills as an independent designer, developer, and artist. I am passionate about multimedia art and creative technology, with interests ranging from sewing and fabrication to 3D modeling and interactive software development.