

Artur Sobol

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EDUCATION

University of Wisconsin Madison

Computer Science BS; Junior

September 2024 - June 2027

Madison, WI

- **GPA: 3.8/4.0**

- Notable Courses: Comp Sci 571 (User Interfaces), Comp Sci 407 (Mobile Systems and Apps), ECE 352 (Digital Systems), ECE 354 (Machine Organization), Comp Sci 400 (Data Structures & Algorithms), ECE 252 (Comp Engineering), Comp Sci 240 (Discrete Math), Math 340 (Linear Algebra)

Tesla STEM High School

High School Diploma

September 2020 - June 2024

Redmond, WA

- **GPA: 3.9/4.0**

- AP Courses: Biology, Chemistry, Environmental Science, Physics C, Comp Sci Principles, Comp Sci A, Calculus BC

PROJECTS

LinkedUp – Android Social Messaging App | Kotlin

September 2025 – December 2025

Project Lead

Madison, WI

- Created a real-time Android chat application using Kotlin + Jetpack Compose, supporting user profiles, chat rooms, live map view and live conversation streaming
- Implemented backend logic with Firebase Firestore to manage messages, user accounts and auth flow
- Designed UI using Compose, applying StateFlow and MVVM for reactive management

Campus Pathfinder | Java, HTML

March 2025 - May 2025

Team Member

Madison, WI

- Parsed documents with close to 200 locations converting it into a graph
- Utilized Dijkstra's algorithm to successfully find the optimal point from one location to another
- Displayed the information on an interactive HTML page that displayed an optimal route from user selected start and end locations

Remotely Operated Underwater Vehicle | Java, Python, Electronics

September 2023 - May 2024

Team Member, Volunteer

Redmond, WA

- Led software and electronics sub team in building a functional underwater robot
- Utilized matrix algebra to normalize inputs converting them into thruster usage
- Programmed sensor integration and motor controls, enabling completion of multiple underwater objectives
- Collaborated with a 10-person team to design, test, and present the ROV

Platformer Game Project | C#

October 2023 - January 2024

Team Member, Lead

Redmond, WA

- Designed and implemented physics systems for a 2D platformer
- Led weekly group meetings, ensuring coordination across a 4-member agile team
- Delivered a playable prototype alongside a trailer in a detailed formal presentation/demo

WORK EXPERIENCE

STEP Computer Academy

June 2024 - August 2024

Camp Instructor

Bellevue, WA

- STEP IT Academy is an international educational institution specializing in IT
- Taught introductory programming concepts (Scratch, Game Design) to 20+ students as a lead instructor for a weeklong camp
- Evaluated progress and provided feedback resulting in significant student success over the camp

Languages, Frameworks, Tools and Skills

Git, Java, JavaScript, HTML, CSS, Python, C, C#, React, Kotlin, Assembly, Bash, REST APIs, SQL, Node.js, Android Studio, Firebase, Version Control, Agile Team Development, Object-Oriented Programming, Fluent in Polish