Jason Kulinski

Jason.kulinski@maine.edu • 207-620-2074 • linkedin.com/in/jason-kulinski-/

EDUCATION

University of Maine   **May 2024**
Bachelor of Science, Computer Science   *Orono, Maine*

WORK EXPERIENCE

Omnic.AI   **May - August 2023**
Software Development Intern – Computer Vision   *Brunswick, Maine*
- Developed AI models utilizing PyTorch, CVAT (Computer Vision Annotation Tool), and yolov7, along with other pre-existing backend utilities, to create image processing tools that evaluate an average of 100 frames per second.
- Trained CNNs (Convolutional Neural Networks) up to 3 convolution layers and over 100,000 image files.
- Collaborated on critical path projects inside Python and Jupyter Notebook codespaces with up to five other employees to meet company deadlines.

University of Maine Department of Residence Life   **September 2022 - May 2024**
Resident Assistant – Computer Science Community   *Orono, Maine*
- Fostered community involvement and student retention through conducting on-campus events, activities, and one-on-one meetings.
- Expanded knowledge of campus resources and services through ongoing training and professional development to provide guidance and support to residents.
- Enforced policy and protocol for the resident assistant role which encourages inclusivity, team building, and social awareness inside diverse communities.

CAPSTONE

Orb Aerospace   **August 2023 - May 2024**
Software Engineer – GIS System Designer   *Lowell, Michigan*
- Implemented client requests utilizing Vue, Firebase, Cesium, testing frameworks, and GitHub actions to compile a functioning mission planner with RBAC (role-based access control).
- Developed a computationally efficient system to dynamically map past, present, and future Orb Aerospace missions to clients, admins, and employees with easy-to-understand visualizations.
- Proficient with AGILE and SDLC workflows, client peer communication, and small team management.

ORGANIZATIONS

University of Maine Computing Club   **September 2023 - May 2024**
WebTrack Lead – Student Support   *Orono, Maine*
- Part of the founding team that identified a need for professional development experience in computer science at the University of Maine.
- Lead students in projects they were passionate about by teaching software development practices, and skills such as: git and github, and CSS, javascript, and HTML.

SKILLS

Computer Imaging, CNN, OCR, Pytorch, Machine Learning, Cesium, Monte Carlo CounterFactual Regret Minimization, Github, React, Vue, Firebase, Jest, Android Studio, Ionic, Python, Java, C, C#, HTML, CSS, Javascript.