

# KYLE WYBO

*Software Engineer*

## PROFESSIONAL SUMMARY

Software Engineer with over 2+ years of experience in open-source development and programming, specializing in Python and Linux environments. Proficient in leveraging advanced tools like Git, JavaScript, and Agile Methodologies to enhance software precision and efficiency. Known for innovative problem-solving and a collaborative spirit, contributing to groundbreaking project outcomes and improved team dynamics.

## EMPLOYMENT HISTORY

<b>RESEARCH ASSISTANT</b> <i>Michigan Technological University</i>	<b>Nov 2024 - Aug 2025</b> <i>Houghton, MI</i>
◆ Developed and optimized Python scripts in Linux (Ubuntu) for GPS clock synchronization, improving accuracy by 20%.	
◆ Enhanced On-Board Unit (OBU) communication with Roadside Units (RSUs) for vehicle-to-infrastructure safety testing.	
◆ Deployed and maintained modular codebases, troubleshooting synchronization issues between vehicle, RSU, and train-based OBUs.	
◆ Documented setup procedures, deployment workflows, and testing protocols for reproducibility.	
◆ Led a project to enhance GPS clock synchronization, achieving improved accuracy and contributing to safer vehicle operations.	
<b>SOFTWARE DEVELOPER (PROJECT WORK)</b> <i>Gr4pp-L Game Development</i>	<b>Sep 2022 - Dec 2023</b> <i>Remote</i>
◆ Developed Unity/C# mechanics, enhancing gameplay with physics and story elements.	
◆ Engineered modular GUIs, improving user experience with intuitive dark mode designs.	
◆ Integrated art assets and technical features, ensuring seamless cross-platform functionality.	
<b>WEB DEVELOPER (PROJECT WORK)</b> <i>Intersection Traffic Observer</i>	<b>Jan 2025 - Apr 2025</b> <i>Houghton, MI</i>
◆ Created traffic monitoring tools using React and Tailwind CSS, enhancing data visualization.	
◆ Designed interactive features, boosting user engagement and feedback.	
◆ Published project on GitHub, facilitating collaboration and input.	
◆ Promoted team cohesion through open dialogue and shared solutions.	
◆ Streamlined traffic data collection processes, significantly improving accuracy and reducing processing time for research analysis.	

## EDUCATION

<b>BACHELOR OF SCIENCE IN COMPUTER SCIENCE</b> <i>Michigan Technological University</i>	<b>Aug 2020 - Apr 2025</b> <i>Houghton, MI</i>
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## SKILLS

Python, C++, C, SQL, C#, Unity, Unreal Engine, React, Tailwind CSS, pybind11, CMake, Linux, GitHub Pages, Vercel, Modular architecture, GUI design, Rapid prototyping, Debugging, Documentation.

## LINKS

### LinkedIn

<https://www.linkedin.com/in/kyle-wybo>

### Portfolio

<https://kjwybo018.github.io>

### Github

<https://github.com/KJWybo018>