

# RUSSELL KOBELSKY

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## Education

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### University of Michigan

2021 – 2025

*Bachelor of Science in Computer Science, Minor in Business*

*Ann Arbor, MI*

GPA: 3.5

Relevant Coursework: Data Structures and Algorithms, Programming and Data Structures, Discrete Mathematics

## Experience

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### Software Development Intern

May 2022 – August 2022

*TotalCAE*

*Plymouth, Michigan*

- Developed an automated drop-in replacement program for SLURM (Job Scheduler for Linux) using Python that gives clients 200% more information on submitted jobs in a sleek and concise automated email format.
- Optimized and modified pre-existing company job-scheduling code using Shell script to support a 45% heavier memory load and reduce job runtime for clients by 20%.
- Implemented customization features for clients such as configurable job feedback emails, job support for multiple file types, and adjustable verbosity level on job reports.

## Projects

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### Personal Website | *JavaScript, HTML/CSS, React*

December 2022 - Present

- Designed and developed a website to showcase my personal portfolio, work experience, technical skills, and more.
- Utilized React/ReactDOM along with SwiperJS and EmailJS to achieve sleek design with user-friendly features as well as support for tablets and mobile devices.
- <https://github.com/RKobelsky/Personal-Website>

### NASA SUITS Challenge | *C#, Unity, Microsoft MRTK*

September 2022 - Present

- Implementing augmented reality scenes using Unity Engine and Microsoft MRTK to create effective AR interfaces for astronauts on Microsoft Hololens that will be tested and presented at the Johnson Space Center.
- Developing C# scripts for interface features such as eye-gaze responsive task lists, customizable waypoints, and a navigation radar minimap to help astronauts effectively complete missions.
- <https://github.com/CLAWS-UMICH/HOSHI-2021-2022-Release>

### Curse or Treat | *C#, Unity*

October 2022

- Developed core-gameplay code and object/player physics using C# to create a singleplayer endless runner action game.
- Implemented adaptive scrolling level features and gameplay animations using C# scripts and Unity Animators to help the game win Best Gameplay Award at local game jam.
- <https://github.com/RKobelsky/Curse-Or-Treat>

## Extracurriculars

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### UMICH CLAWS

September 2022 - Present

- Member of Augmented Reality (AR) subteam of UMICH CLAWS, an engineering project team that designs and develops AR technology for astronauts and participates in the NASA SUITS challenge.

### WolverineSoft

November 2021 - Present

- Developed scalable 2D platformer physics models used in larger team projects.
- Continuing involvement with the student organization through the WolverineSoft Studio, which develops a new game to be released on Steam Marketplace each semester.

### Eagle Scout

May 2012 - June 2021

- Led over 20 scouts in Troop 755 to help fundraise over \$2000 to design and construct two portable rowing boat rigs for Kensington State Park that hold 14 racing shells for local teams.

## Technical Skills

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**Languages:** Python, C++, C# , R, Java, HTML/CSS, LaTeX, Visual Basic

**Developer Tools:** Unity, Git, VS Code, Node.js, React, SliderJS, EmailJS, Eclipse, Vim, Slurm, Bash, Ubuntu, RStudio

**Technologies/Frameworks:** Linux, Flask, GitHub