RUSSELL KOBELSKY

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Education

University of Michigan   **2021 – 2025**
Bachelor of Science in Computer Science   *Ann Arbor, MI*
GPA: 3.5
Relevant Coursework: Data Structures and Algorithms, Programming and Data Structures, Discrete Math

Experience

Software Development Intern   **May 2022 – August 2022**
TotalCAE   *Plymouth, Michigan*
- Created an automated drop-in replacement program for SLURM (Job Scheduler for Linux) using Python giving clients 200% more information on submitted jobs in a sleek and concise automated email format.
- Optimized and modified pre-existing company job-scheduling code with Bash and Shell script on Linux to support a 45% heavier memory load and reduce job runtime for clients by 20%.
- Built customization features for clients such as configurable job feedback emails, job support for multiple file types, and adjustable verbosity level on job reports.

Projects

Personal Website | *JavaScript, HTML/CSS, React*   **December 2022 - Present**
- Designed and developed a website to showcase 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**
- Deploying augmented reality scenes using Unity Engine and Microsoft MRTK to construct effective AR interfaces for astronauts on Microsoft Hololens to be tested and presented at the Johnson Space Center.
- Developed C# scripts for interface features such as eye-gaze responsive task lists, mission control system, and a navigation radar minimap to help astronauts complete missions.
- https://github.com/CLAWS-UMICH/HOSHI-2021-2022-Release

Roots: Renewal of Bloom | *C#, Unity, VR*   **October 2022**
- Implemented core game SFX design and VFX rendering including explosion/effects, knockback hits, and particle effects utilizing Low-Poly 3D textures and C#.
- Built in-game UI scripts and game scenes with C# to create a smooth 3D split screen experience for up to 4 players and Xbox controller compatibility and VR support.
- https://github.com/RKobelsky/Roots-Renewal-of-Bloom

Extracurriculars

WolverineSoft Studio Game Admin   **January 2023 - Present**
- Marketing Game Admin for WolverineSoft Studio, a student-run project team building and publishing a new Steam game each semester.
- Increased engagement by over 50% as manager of the WolverineSoft Studio Steam page and Itch.io portfolio and helped the studio raise and additonal $1500 per semester for upcoming events.
- Organized the studio's first ever Development Conference and worked to help direct new game/update trailers.

Eagle Scout   **May 2012 - June 2021**
- Led over 20 scouts in Troop 755 to help fundraise over $2000 to design and build two portable rowing boat rigs for Kensington State Park holding, 7 racing shells each for local teams.

Technical Skills

Languages: Python, C++, JavaScript, C, C# , Bash, Java, Visual Basic, LaTeX, R
Developer Tools: Unity, Git, VS Code, HTML/CSS, Azure, React, Vim, Slurm, Ubuntu, RStudio
Technologies/Frameworks: Linux, Node.js, GitHub, Docker, Microsoft Azure