# RUSSELL KOBELSKY

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## Education

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

## Experience

**Software Development Intern**     **May 2022 − August 2022**
*TotalCAE*     *Plymouth, Michigan*
- Developed an automated drop-in replacement program for SLURM (Job Scheduler for Linux) that gives details such as ID, Name, Job, Partition, etc. on submitted jobs via email.
- Optimized and modified pre-existing job-scheduling code to support a much heavier load and drastically improve runtime.
- Implemented customization for clients such as configurable tail-file size to job emails, support for multiple file types, and adjustable verbosity level.

## Projects

**NASA SUITS Challenge** | *C#, Unity*     **September 2022 - Present**
- Designing and developing an improved AR interface designed for astronaut exploration in the Artemis mission before presentation in May 2023 at the Johnson Space Center.
- Adding new features such as a mission control center, dynamic obstacle detection/pathfinding, and multiplayer functionality.

**Raptor Tractors** | *C#, Unity*     **November 2022**
- Developed core-gameplay code and object/player physics for multiplayer action game using C# scripting and Unity Engine.
- Implemented two-player battle features, explosion animation, and unit collision sound effects along with background and cover art.
- Led studio and constructed a detailed task timeline to maintain pace in order to complete game from start to finish in 48 hours.

**Monkey Medic** | *C#, Unity*     **September 2022**
- Created a single player strategy puzzle game using C# and VS Code with Windows support and Mac/Linux support coming soon.
- Developed core game code as well as sound effect, artwork, and animation implementation.

## Extracurriculars

**CLAWS**     **September 2022 - Present**
- Member of Software Engineering subteam of CLAWS, a project team that designs and develops AR technology for astronauts 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 each semester.

**Eagle Scout**     **May 2012 - June 2021**
- Led over 20 scouts in Troop 755 to help fundraise over $2000 to construct two portable rowing boat rigs for Kensington State Park designated for community use.

## Technical Skills

**Languages**: Python, C++, C# , R, Java, HTML/CSS, LaTeX, Visual Basic
**Developer Tools**: Unity, Git, PlasticSCM, Azure, VS Code, PyCharm, Eclipse, Vim, Slurm, Bash, Ubuntu, RStudio
**Technologies/Frameworks**: Linux, Flask, GitHub